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unofficial

GameSpot Game Guide: Homeworld

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INTRODUCTION

The discovery of an ancient tablet, known now as the Guide Stone, has provided a new purpose for our proud people. The relic, found buried in the great desert within the wreckage of a spacecraft, contains a galactic map and a single, hopeful word: Homeworld.

Whether you are guiding your fleet across the light years that separate you from your Homeworld, or training for the journey in multiplayer games, you will find Homeworld to be a new and challenging experience, regardless of your gaming background.

In this packed Game Guide, you'll find every tactic and strategy required to escort your fleet to its home. From interface tips to unit statistics and strategies to a complete campaign Walk-through, you'll find it all inside. Search this Homeworld Game Guide for:

Ship Management: Begin your journey here with suggestions on assigning groups, constructing the appropriate fleet, and utilizing shortcuts.

Resource Collection: Before you begin ship construction and battle, you must collect resources. Look here for some suggestions on effective resource harvesting, including how to collect quickly and efficiently.

Ship Movement and Combat: The key to mastering Homeworld is moving your craft around effectively and utilizing them correctly during battles. Look into this section for tips on ship behavior, formations, micromanagement, and using all three dimensions.





Unit Strategies: For a complete breakdown of Kushan and Taiidan units, head into this section and learn techniques on maximizing your potential with each ship.

Homeworld Campaign Walk-through: Head here for a complete Walk-through for the single-player campaign game. Inside you'll find each mission, a run-down of the objectives, fleet recommendations, and proven strategies for dealing with the enemies and obstacles you'll face.

Multiplayer Strategies: Once you've defeated the single-player campaign, you're ready to take on human opponents. Head here for suggestions on waging war against human adversaries.





CHAPTER 1

Ship Management

Your Homeworld strategy will only be as effective as your ability to manage your fleet. Once joined, battles are often too chaotic to keep up with, and multiplayer games have no pause key. Solid preparation determines who will emerge the victor. This section details important basic concepts for both Homeworld's single-player campaign and multiplayer game.

Offense vs. Defense Mentality

The best real-time strategy-game players are not only organized, but aggressive. Homeworld, like many other games, rewards the player who gobbles up the available resources as quickly as possible. Put most of your muscle into your offense, and extend your reach as far toward your opponents as you can.

However, the tasks of organizing your fleets and developing a plan for them leave hardly any time to scout the map to see what your opponents are up to. Cloaking units make the task of defending your mothership harder yet. So a capable defense is indeed an important factor.

At the beginning of a multiplayer game, nothing can dangerously harm your mothership (or research ships). Don't occupy yourself with attacking every scout or probe that comes your way at first. More important is to establish yourself wherever the resources are thickest. For





instance, position the bulk of your fleet within your resource patch. Continue to move your units into the larger resource areas of the map. Give yourself a strong presence in the resource areas of the map, and force your opponent to attack to gather resources.

It's difficult to play defensively in Homeworld, because you can't really protect your headquarters like you can in other real-time strategy games (for instance, there are no walls in Homeworld to barricade yourself within). Securing a defense is all about scouting. Use proximity sensors and probes to investigate potential threats. The proximity sensors also alert you if an enemy ship is near and if your opponent is utilizing cloaking technology.

Other than scouting, you should focus on offense. Keep pressure on the enemy, particularly your opponent's resource centers. However, force the battle to come to you. Many players will carelessly maneuver their fleet to the battle. If your units are together in a single group, you'll be able to pick off the lead ships without worrying about the slower craft.

Grabbing Resources

As a multiplayer game starts, build extra research ships and resource collectors, and aim your research toward salvage corvettes and resource controllers. Your goal is to establish a strong presence out in the playing arena, away from your mothership.

As soon as a resource controller is built, move it out into the battlefield. Bring all your collectors and salvage corvettes to its position. Collect as many resources as you can, and use your salvage corvettes to steal undefended enemy resource collectors. This is even more important than simply harassing them with scouts or interceptors. Guard your operations with whatever attack units you have built. Don't worry about mothership defense during the early stages.





Maintaining Your Presence

The biggest danger your offense will face is enemy capital ships. Locate the enemy you fear the most, and scout his mothership position. Take note of what units he is building, and respond accordingly.

Continue to pour your efforts into your outlying operations, and keep your mothership defended mainly with probes and proximity sensors. All you want is some advance warning that capital ships are on their way. Most players will attack your resource-collecting activities, not your mothership.

Establishing a Fleet

A fleet made up of only one kind of unit will suffer greatly in Homeworld's balanced environment. Each unit type has its function in your arsenal, and balancing your fleets is crucial to success. For more information on Homeworld's varied units, head over to the unit-strategies section of this game guide.

In general, the ships listed below are most effective against the ships listed next to them:

Scouts and interceptors: ion cannon frigates, destroyers, other strike craft

Attack bombers: all frigates, destroyers

Defenders: scouts, interceptors, corvettes

Light corvettes: interceptors, attack bombers

Heavy corvettes: interceptors, attack bombers, small capital ships

Multigun corvettes: all strike craft

Assault frigates: corvettes, strike craft, other frigates

Ion cannon frigates: assault frigates, destroyers

Destroyers: everything except fast or cloaked strike craft





Heavy cruisers: everything except fast strike craft (though more effective than the destroyer)

Drone frigates: all strike craft

Missile destroyers: everything except destroyers and heavy cruisers

Carriers: not very useful for its guns but rather for its other capabilities.

Briefly, fighters succeed against capital ships (except the missile destroyer), corvettes succeed against fighters, and capital ships succeed against corvettes and frigates. A fleet should therefore consist of a mix of heavy and light ships, with repair units and salvage corvettes in tow.

Grouping

Given the above strengths and weaknesses, it is wise to group (using the Ctrl key plus number keys) your units accordingly. A typical setup might assign fighters to group one, corvettes to group two, capital ships to group three, repair units to group eight, and salvage corvettes to group nine. The entire group of attack units could then be assigned to group zero, in case you'd like to quickly remove a particular enemy ship. Concentration of firepower is very important in both single- and multiplayer games. Always assign one preset to your entire force so you can easily order the entire fleet to concentrate all fire on a particular enemy ship.

Salvaging

Once a battle is joined, sending in salvage corvettes can really create some worry in your opponents. Group them and have them guard a repair unit, so they lurk behind the rest of your fleet. When things are suitably hectic, send your salvage team in to claim the enemy capital ships. Bear in mind that your salvage units must bring captured enemies back to the mothership, so consider disengaging the enemy and defending the salvage units as they return to safety.

Tactics

Homeworld offers you two settings, evasive and aggressive, to choose from for your ships, and each one has its place. The third setting, normal tactics, is the baseline for your ships. Here they operate within normal parameters with ample power devoted to both weapons and engines.





Evasive

Ships set to evasive divert energy from weapons to engines (not only for evasive actions, but also for speed). Further, if an enemy fleet is attacked as a whole, ships set to evasive will split into teams, spreading the attack throughout the enemies. Evasive is best used when trying to evade enemy fire as well as inflict damage. Also, because evasive provides a slight speed boost, you can set your ships to evasive as you hurry to a particular battle or map area.

Aggressive

Ships set to aggressive divert energy to weapons and attack the same target when in formation, even if you order your formation to attack the enemy fleet as a whole. When you've set ships to aggressive, they have a greater tendency to remain in place while attacking. This makes your strike craft highly vulnerable to capital-ship fire or multigun-corvette fire. Resource collectors have a special use for aggressive tactics. Set your collectors to aggressive so they'll continue to harvest even if attacked.

Formations

Your ships can be set to any of six formations, plus a custom formation and no formation (which is sometimes just what you want!). Here are some tips on using formations.

Delta

This is a standard formation that is similar to the standard "military parade" formation your units automatically enter after creation. Switching to delta formation positions your units in a flat triangle formation. The flat nature makes it easy to select specific craft when looking from overhead, but it isn't very useful in concentrating firepower on an enemy. Use the delta formation when moving your forces to the battle, and separate them into new formations and functions as you arrive on the scene.

Broad

Broad, like delta, is similar to the standard military-parade formation. Unlike delta, broad simply forms the ships in a straight and flat line. This again makes it easy to select specific ships. It's best used for capital ships so you can easily micromanage them during a battle. Don't bother with broad for strike craft.





X

One of the best formations for strike craft, X positions your forces in, obviously, a 3D X formation. It places the craft in a relatively tight formation, which does have its disadvantages. The strike craft will have a tough time evading enemy fire and will be highly vulnerable to a heavy corvette burst weapon or sneaky scuttle attempt. The X has an advantage over claw in large numbers because in the X formation, all your strike craft stick together.

Claw

Claw formation is similar to X in its capabilities. Once again, it's excellent for strike craft and offers a tad more maneuvering room than the X formation. Because of its 3D shape, claw is best used against capital ships. The formation lets the strike craft envelop the capital ship presenting multiple targets from multiple sides. Don't use claw with a large number of strike craft. Claw is best when used with 20-30 strike craft. If you use a larger number, the claw formation becomes too profound. The lead ships will fly much too far from the rear vessels. This brings you into the attack at a numbers disadvantage, which typically leads to a defeat.

Wall

As its name suggests, the wall formation places your group in a square or rectangular vertical formation. The formation is somewhat similar to X in its concentration of firepower and its weakness against evading enemy fire. Many players prefer the wall formation when using strike craft to attack smaller capital ships (such as the assault frigate and ion cannon frigate). If the enemy has little defense against strike craft, the wall's concentration of fire can prove deadly.

Sphere

Watching the sphere formation in effect is a sight to behold. Your craft will position themselves in a sphere formation around the intended target (or the craft you've selected to guard). Your craft will remain stationary as they fire upon the enemy ship from that position. If they remain stationary they become easy targets for capital ships, so use the sphere formation against nonhostile targets like resource units.





Hiding Your Fleet's True Strength

A wise enemy will scout your mothership's position as often as possible, to best counteract your building technique. Thus, it is wise to conceal your intentions as often as possible, as follows.

Keep Your Small Ships Docked

In the launch manager (accessed via the L key), click to put an X in the little circle beside the picture of the mothership (or carriers, if any). Your fighters and corvettes will stay inside the mothership rather than emerge into military formation beside her. You can then, for example, surprise an enemy attacking your mothership by launching a fleet of salvage corvettes and stealing his capital ships.

Use Carriers

Carriers can keep units in the docks the same way motherships can. Another good reason to use carriers: They can build everything smaller than a destroyer and are far more mobile than a mothership.

Cloak Your Forces

Guard your units with cloak generators to hide them from enemy view. Scout ahead of your fleet and destroy proximity detectors. Use multiple cloak generators so one can cloak while the others recharge.

Split Your Forces

Use the vertical axis to disguise the extent of your fleets. Put half of them to each side, higher and lower than the horizontal playing field.





General Ship Management Tips

Below are several tips to remember when dealing with your fleet.

How to Permanently Cancel Attacks

If your fleet is attacking a ship you'd prefer to salvage, select your units, hit tilde (which cancels the last command given), and then hit F2 (which sets your units to evasive). Your units will await further commands.

How to Hit-and-Run Attack

You can perform hit-and-run attacks by attacking an enemy unit normally, then hitting the D key to dock your units. Once your units have headed back to the nearest repair ship, reattack the enemy unit. Lather, rinse, repeat.

Assign Your Controller to Guard Your Collector

If you have only one resource collector, assign your controller to guard it. It will follow the collector on its rounds, making your harvest go faster. Collecting resources simply isn't enough, especially in fast-paced multiplayer games. You also need to collect the resources quicker than your opponent.

Cloak Your Grav Wells

If you use a grav well, assign a cloaking unit to guard it. Now your grav well can sneak around more easily and surprise enemy fighters.

Group Your Cloaking Units

If you can afford it, put your cloaking units in groups of three or more so they can take turns cloaking each other while the rest recharge.





Retiring a Damaged Group Is OK

If you decide to retire units, don't worry if they are damaged. Damaged units put as many resource units (the money system in Homeworld) in your coffers as do healthy ones.

Scuttling

One seldom-used feature is the ability to self-destruct your ships at any time. Known as scuttling, this action must be performed twice to blow apart your own ship (the first time serves as a warning to make sure you really want to do it!). Though it appears on the surface that you wouldn't have much use for the ability, there will come a time when you'll want to destroy your own craft. For instance, if you notice your powerful capital ship almost within the grasp of enemy salvage corvettes, you're better off self-destructing the ship than letting your opponent steal its use. Be sure you have no way of retrieving the ship (you can still destroy the salvage corvettes dragging away your ship). It's a last resort, but if it prevents your opponent from using your own ship, it's worth it.

Self-destructing your own ships also causes damage to any ships within the blast radius. Consider this when using the scuttle as an offensive weapon. For instance, if a horde of enemy strike craft are on attack runs against your destroyer, and you're about to die with no hope of escaping, wait until the fighter formation passes over the destroyer, and scuttle the ship. You were going to explode anyway; you might as well try to take out some of the enemy as well.





CHAPTER 2

Resource Collection

Harvesting asteroids and dust clouds not only removes traffic hazards but, more importantly, gathers resource units for your building efforts. Gathering resources successfully is crucial in the single-player missions and is easy in comparison with the battles you'll encounter over resources in multiplayer.

Homeworld's Resource Model

Collecting resources in Homeworld is easy. Simply construct a resource collector and press the shortcut key H with the collector selected. The resource collector will automatically seek out the nearest patch of resources. The collector seeks out dust clouds and asteroids, collects them with its beam, takes the load back to the mothership or resource controller, and converts them into "resource units," which you use to construct units and build your fleet. Though the concept is much simpler than most real-time strategy games, there are certain things to keep in mind to maximize your gathering potential.

Both races (Taiidan and Kushan) feature resource collectors and resource controllers. Every time your resource collector gathers a full load of dust clouds and asteroids, it must return to the mothership, dock, and unload its materials. The resource controller simplifies that process. The controller can be positioned inside the resource patch, alongside the resource collector, and can serve as an unloading station. Many times the resource patch will lie a great distance from your mothership. By using the controller, the collector doesn't have to return to your mothership every time it snags a full load.





One of the smartest things you can do with your resource controller is set it to guard your resource collectors. That way, the controller follows your collectors around, which cuts down on the time it takes for your collector to return and unload its valuable payload. This is especially important in multiplayer games where resource advantage is vital to long-term success, particularly in gaining a military advantage over your opponent.

It could also be advantageous to construct multiple resource collectors. Just keep in mind that you're asking for trouble unless you protect them with some combat units. Resource collectors and controllers are quite expensive; not protecting them well could mean a loss of your resource units, your resource patch, and the resources it takes to get your economy rolling in again. If you're planning on building multiple collectors, particularly in resource-heavy maps, construct one controller per two or three collectors. If possible, cycle them so there's no downtime, meaning you never have a collector sitting around not collecting or not unloading.

When It's Time to Collect Resources

Resource collection in the single-player game is somewhat different from the multiplayer game. You don't have to worry as much about your resource controllers being attacked by the enemy, but instead, triggering scripted events. In some missions, if you send out resource controllers too quickly, you might alert the enemy to your presence too soon - usually not a good thing. Gather resources carefully in the single-player game and always be ready for an assault on your mothership (or, in rare instances, your resource units). Be ready to pull your resource units back to your mothership or combat defenses. It's wise to preset your resource units to their own Ctrl group (always assigning it to Ctrl-0 makes it easy to remember) so you can pull them up at any time and get them out of harm's way.

Another important single-player strategy is to not hyperspace out of the mission too quickly. There will be many times where fleet command announces that the hyperdrive system is online, and you're safe to exit the system and proceed to the next level. If you do this and leave resources on the mission, you just cost yourself that much in resource units. Take the





time to clean the map after you've defeated the enemy. On some occasions you might need to hyperspace out immediately because of stronger opposition, but if you're certain the enemy is fairly decimated, then by all means send your resource units out to clear the map.

Using Behavior Modes (Tactics) With Resource Collectors

Most players will leave the tactics (aggressive, neutral, evasive) to the combat units, but they also play an important role in resource collection. A resource collector set to neutral or evasive will return to home if attacked. A resource collector set to aggressive will continue to harvest even under enemy fire. You can exploit this in multiplayer games. Attack your opponent's resource collector early in the game with a scout group; if the enemy collector isn't set to aggressive tactics, it will proceed home, failing to collect additional resources. Disrupting your enemy's economy is a proven path to success.

Always set your resource collector on aggressive just in case your enemy sends a scout or two in an attempt to complicate your harvesting. A few scouts won't put much of a dent in your collector, and you can quickly move in your own scouts to chase off the attack. If you're against an opponent who enjoys tormenting your collectors, expect an early attack from your opponent with a larger attack to follow. Be prepared: Set your collector on aggressive, and plan on protecting it with combat units.

Protecting Your Resources

This is much more important in multiplayer or skirmish games than in single-player games (though, as mentioned, you should always keep an eye on your collectors during the campaign game). Don't take anything for granted in a multiplayer game, especially your opponent's desire to make your resource-collection life miserable. Use scouts and interceptors





to guard your collector in the early game. You likely won't lose your collector to a small enemy strike-craft group, but you could gain an early ship advantage by eliminating your opponent's attack attempt.

As the game progresses, you'll likely need to protect your collector with a larger group. One sure-to-be-popular multiplayer gambit will be to fake an assault on the resource group to divert forces to the position and away from the mothership where the real assault is taking place. To counter this, just scout well with probes or scout craft. Secondly, disguise how much of your fleet you've sent to guard your resources. Build a cloak generator or two, and stick your fleet inside its sphere of influence. Your opponent might send over his assault group and grin with glee at your defenseless resource collector - and that's when you switch off the cloak generator.

The bottom line is, in multiplayer games you can expect your resource group to be attacked and attacked often. The player who loses the ability to generate resource units is the player who will lose the game. Don't just send your resource collector out and forget about it. Assume your opponent will attempt an attack, and protect your economy accordingly. Consider building an extra resource collector and hiding it, perhaps under a cloak generator, in case you do lose your primary collector.

Setting Up Resource Traps

Just as you shouldn't forget to protect your own resource collector, you should make every effort to assault the economy of your opponent. Pester your opponent's resource group early and often. Send some scouts, and attack to make sure your opponent has set his collector to aggressive tactics (so it will keep collecting and not retreat home). As the game progresses, you can either keep pestering with more craft or leave the enemy's collector alone for a while and then later send in a huge assault.

The important element in all this is scouting. Place probes and proximity sensors (these detect cloaked ships) around the area you're harvesting to get an early warning on an assault. Place the same around the area your opponent is harvesting so you know his





defenses. If the defenses are weak, then send in a larger fleet of your own and eliminate the defense and the collectors. Plan two assaults, one on the resource area and another between the enemy mothership and the resource area. That way, if your opponent sends in reinforcements, you can delay them or eliminate them altogether.

Send in cloak generators and grav well generators with your assault on the resource center. Disguise the potency of your attack, and use the grav well generators to stop enemy strike craft. Scour your enemy's resource area with probes and scouts to eliminate any proximity sensors (so you can safely send in cloaked vessels). You can also leave the proximity sensors intact and just pilot your cloaked ships around their detection.

Also remember that Homeworld is played in all three dimensions. Don't send your enemy-resource-group attack force in a straight line on the imaginary 2D plane. Instead, send part of your force from above or below, part straight in, and perhaps another part from the other side. You could split your enemy's resource-collector defenses and have an easy assault on the collectors.

A final important note: Don't lose an entire capital-ship group just to eliminate your opponent's resource collector. Losing a heavy cruiser (at a cost of 3700 resource units) just to eliminate a single resource collector (at a cost of 650 resource units) isn't worth it.





CHAPTER 3

Ship Movement and Combat

Moving in three dimensions.... We do it every day, but trying to do it on a two-dimensional screen, which can only suggest the illusion of space, is a different matter. For players weaned on flat-mapped strategy games, Homeworld movement and combat is a big step.

Ship Movement

If you don't have a clear understanding of formations, tactics, and guarding, your Homeworld fleets can quickly become a chaotic tangle of ships. But before understanding how to move a fleet in an organized way, you must learn how to move a fleet at all.

Moving in a 3D World

Homeworld's units orient themselves with respect to a horizontal plane, which somewhat disguises the true three-dimensionality of the playing field. Players who use the vertical axis have a big advantage over those who don't. Not only do you add a fifth and sixth direction for attacks, but you force players who don't normally use the vertical axis to struggle with it.

Using the Long-Range Sensor Map

Select the units you wish to move, and hit the space bar to zoom out to the long-range sensor map. Adjust the horizontal movement of your units first, then the vertical, and finally the horizontal again.





To do this, rotate the camera so you are looking straight down at your units. Hit M and pull the mouse to adjust the horizontal destination. Now rotate the camera so you are looking along the playing field, and use the shift key to adjust the vertical. Finally, check your horizontal again, to be sure it didn't slide off target while you were adjusting your vertical.

The long-range map often shows you how far on the horizontal plane a radar blip is from your own vessels, and those indicator lines can help. Adjust your horizontal until the indicator line changes color, and then adjust your vertical. This method is best accomplished while looking down at the map at about a 45-degree angle.

Controlling Your Fleet

Homeworld fleets can get awfully large. Certain tricks can make them easier to control, and these ideas are equally applicable to small fleets, too.

Assign a Hotkey to the Fleet as a Whole

Whatever fleet you send out, assign one hotkey to all your attack units. Ctrl-0 works well. If the entire fleet is bound to the 0 key, you can quickly divert all offensive fire on one target of your choosing.

Assign Hotkeys by Unit Type

Each kind of unit (fighters, corvettes, repair units, capital ships, and so on) has a particular strength. Grouping your units by type lets you dispatch parts of your fleet to tasks for which they are especially well-suited. In particular, this applies to salvage corvettes.

Guard Wisely

Choose one kind of unit (usually the slowest) to be your fleet leader. Guard these units with the other parts of your fleet, so the bulk of your fleet will trail along just behind. Now you can just select the lead units and move them around the map.

Putting It All Together

Let's say your fleet consists of three assault frigates, eight corvettes, 20 fighters, three repair corvettes, and six salvage corvettes. Choose all your offensive units and hit Ctrl-0. Assign the assault frigates to a group, and guard them with the corvette group, then the fighter





group, and finally with the repair group. Then choose one of the repair corvettes, and guard it with the salvage corvettes. Now, as you move the assault frigate group around the map, the corvettes and fighters will trail along behind, and the salvage corvettes will trail behind them. Once battle is joined, your presets will let you appropriately target the enemy, while the 0 key will let you focus all fire onto one target at a time.

Importance of Scouting

Take time during multiplayer games to scout your enemy's mothership. Take note of what he is building so you can counter his efforts effectively. Tip: If you use scouts for this purpose, and you want to retreat them, just hit the D key, rather than trying to use the long-range sensors. This will send the scout home for docking, but more importantly, it's a lot faster than moving via the map.

Scouting is equally as important in the single-player game. Often you'll want to investigate the potency of that red enemy blip on the long-range sensor map. Scout the position, pause the game, and investigate the enemy's fleet. Take note of the type of ships involved, and construct your own defenses accordingly.

Preset Tips

It's easy to run out of preset keys, since there are only ten of them. In fact, it's easy to use over half of them for salvage corvettes alone (0 for the entire group, and then other numbers for subgroups, which can be sent to different enemy ships).

Be Consistent

Decide how you are going to assign presets, and stick by your decision. For example, you could assign all resource units to 9, repair units to 8, salvage corvettes to 7, and so on. Unless you like stress, try not to be haphazard. Add new units to existing groups like so: Hit the preset number (for example, 4), hold down shift, select the new units, and reissue the preset (Ctrl-4). Try to leave one preset key open for the chaotic times when you need to move only a few units to a particular position. This is especially important during micromanaged battles.





Use the E key

If you have multiple fleets and not enough presets, you can focus the camera on a fleet and hit E to show a list of all friendly units onscreen. Selecting units from the list (you can use the shift key here, too) is a slower way of choosing portions of your fleet for specific tasks.

Reassign Frequently

Another way to deal with the scarcity of presets is to reassign them frequently, depending on which fleet is performing the task you are working on. Whenever the battle is not raging, you should scout, research, and build... but also, you should reorganize.

Double-Tapping Preset Keys

If you hit a preset twice in a row rapidly, the camera zooms to that preset group. If the group is split, the camera will zoom to some piece of the group. In any case, this trick ought to be something you do every five seconds or so, just to keep tabs on where your ships are, what they're doing, and if anything is attacking them!

Moving With the Attack/Dock Shortcuts

Whenever you can move your units without using the M key, do so. One nice way to move towards the enemy is to attack the enemy, even if you have no intention of actually carrying out the attack. Your units will move straight towards them, even if the motion is off the horizontal. A nice way to retreat your units is to hit the D key, even if you have no intention of actually docking. The units will retreat to the nearest repair ship, which will usually be behind them. While your units retreat, you can switch to the long-range sensor map and move them to the actual destination.

Ship Combat

Homeworld's battlefields are oriented to a fictional horizontal plane, but the ability to move vertically with ease is one you will want to seek rather quickly. Being attacked from above and below is not a pleasant prospect. Below are some tips on ship combat, perhaps the most important element for success within the campaign and multiplayer games.





The G vs. Z Keys

Bear in mind that some support units (like the support frigate) have cute little guns they will try to use when you instruct them to guard other units using the G key. If you want your support units to repair other units, hold down the Z key while selecting those units, not the G key. The Z key performs the support ship's special function: repair.

You'll always want some support frigates or repair corvettes trailing your main attack force. Select the repair ships and rubber-band the ships you want them to repair. If the ships are currently at full strength, the repair vessels will wait until they're damaged, then move in to repair. Micromanage the repair vessels during battles so they're concentrated on your most important ship. Your opponent will most likely attempt to destroy the ships. Defend the repair vessels with strike craft or attempt to move them to make them more difficult to destroy.

Dogfighting Techniques

In a battle between fighters, it is possible to micromanage your scouts and interceptors effectively. Target enemies that are currently moving away from you or are at the extent of your firing range. Just as enemies swoop past you, swing your camera around 180 degrees and click on them.

Having superior numbers plays a huge part in the early dogfights you'll face in multiplayer games (and even single-player games). Position your strike craft in a tight 3D formation like X or claw and set them to aggressive tactics. As you approach the enemy fighters, target a few of them so your entire strike-force squad concentrates fire on just a few enemies. Attempt to eliminate enemy fighters on the very first pass to give yourself a numbers advantage (or a greater numbers advantage). As the battle continues and your advantage grows, switch to evasive tactics so your strike craft concentrate more on staying alive and evading fire.

Importance of Concentrating Fire

Rather than attack an entire fleet at once, focus your fleet on destroying targets one at a time. A wounded enemy still fires at the same strength as a fresh one, so reduce their numbers systematically. This is especially true in a capital-ship battle. Instruct all your capital ships to fire on one enemy capital ship at a time.





Presets play a huge role in concentrating firepower effectively. Always assign your entire fleet to a single preset. If your enemy presents a powerful and important target, you can select your entire fleet and press on that ship to attack. Choose your targets wisely in a large battle, and don't accidentally send ion cannon frigates against strike craft. It can be easy to misuse the rubber band and Ctrl-attack keys. Concentrate fire on important targets first; once your enemy's strength is depleted, move on to other targets.

You'll also need to concentrate fire on specialty targets that enter the battle, such as a cloak generator, grav well generator, and especially salvage corvettes. Again, use a preset for your entire fleet, and use them to destroy these specialty ships that can quickly turn the tide of battles if permitted to remain in existence.

The Art of Theft

In a multiplayer game, trail your salvage corvettes behind the rest of your fleet. Send your fighters into battle without assigning them a formation, to create maximal chaos. When the battle is at its most chaotic, send in the salvage corvettes to capture the enemy's capital ships.

In the single-player game, lead with other ships before sending in your salvage corvettes. In many missions, the enemy is designed to target salvage corvettes if they enter the scene. If you occupy their weapons with other targets, you'll likely have enough time to grab the vessel with your salvage corvettes.





CHAPTER 4

Unit Strategies

Every unit in Homeworld has its function and its weakness. Like chess, some pieces are more powerful than others, but even the queen ships will fall prey to the pawns, if offered no support. In this section, you'll find some information on each Homeworld craft and how to put its abilities to optimum use.

Combat Units

The ability to create balanced fleets is of prime importance, but to do so, you will need to know which units are most effective against which other units, and you'll need to know how to use tactics and guard commands to set up the most efficient fleets. Be sure to head into the ship-management and ship-combat sections of this game guide for more information on using these vessels.

Scout

Classification: Strike Craft

Race: Kushan/Taiidan

Cost: 35 RUs

Don't be fooled by the low-damage, low-armor scout. Just because you gain the ability to construct interceptors, a slightly more powerful strike craft, doesn't mean you should abandon the scout completely. If you wish to "scout," and you don't need to do it quickly, build the scout instead of the probe. Both are nearly identical in cost, but the probe is a one-time-use craft with no offensive capabilities. With the scout, you can bring it back home and use it again for offense and defense.





As you might expect, in offense and defense situations, scouts are best in large groups. Just think, you can build over 100 scouts for the same amount of resource units it takes to build a single heavy cruiser. Put scouts in the wall formation against frigates and capital ships; the concentrated fire of the wall formation can obliterate the sluggish frigates and capital ships in little time. For battles against other strike craft, the X and claw formations work well. Use the sphere formation against nonhostile targets like resource collectors and controllers.

Tactics also play a large role in a scout's effectiveness. Aggressive tactics cause the scout to move slower, stay in formation, and fire its weapon more often. Putting the scout in evasive mode, though, turns up the engines at the expense of rate of fire. Keep in mind that the scout will rarely win even-numbered battles with other more-powerful strike craft. But its lower cost means you should have more strike craft than your opponent.

An excellent time to use evasive tactics is when you want to reach a position more quickly. Try this sometime: You've used a probe or scout and detected that your opponent has sent a mixed fleet toward your mothership. You take your large scout group, set them on evasive, and fly them high above and over the incoming enemies. As your opponent reaches your mothership defenses, you dive the scouts down in behind his capital ships. Put the scouts in wall formation and tear up his ships from behind. The scout's speed makes ambushes like this very possible. For an extra burst of speed, press the Z key with your scout group selected.

Interceptor

Classification: Strike Craft

Race: Kushan/Taiidan

Cost: 55 RUs

Think of interceptors as slightly better scouts. Though not as fast, they can dish out more damage per shot, and their better armor keeps them around longer against enemy defenses. As mentioned in the scout section, just because you gain the ability to construct interceptors, you shouldn't ignore the cheaper scouts completely. Work your interceptors and scouts together as support for your larger capital ships, like assault frigates, destroyers, ion cannon frigates, and heavy cruisers.





The interceptor isn't quite as fast as the scout, nor do the interceptors feature the special speed-burst ability. Still, against slow-moving capital ships, a pack of interceptors is hard to beat. Don't send in your interceptors against missile frigates or multigun corvettes - you'll get ripped to pieces. Also, like other strike craft, interceptors require refueling after a few minutes of use. Make sure to build a support frigate or two so you can refuel your interceptors quickly or during any available period between battles. Though your interceptors will still move without fuel, they'll travel so slowly that even large, slow-moving capital ships can pick them off with ease.

Use strike craft to seek out enemy proximity sensors or probes. Take out the probes to prevent your opponent from keeping tabs on your development, and eliminate the proximity sensors so you can use cloaking technology without detection. You should also scatter strike craft around the perimeter of your mothership as scouts (make sure you're using all three dimensions). Assign all of them to a single Ctrl group so you can pull them all together quickly for offensive or defensive duty.

When going up against an equivalent size of interceptors or scouts, concentrate firepower on a chunk of the enemy craft. Don't rubber-band select the entire enemy group to fight, but try to eliminate two or three on the first pass by only selecting a few. When your strike craft turn after the first pass, move to attack the entire group or continue to micromanage your attack by concentrating fire on only a few ships. Once you gain the number advantage, you shouldn't have trouble overwhelming the enemy group by attacking the entire force.

Defender

Classification: Strike Craft

Race: Kushan/Taidan

Cost: 65 RUs

The defender's claim to fame is its "high-powered rotational thrusters," which let the nimble ship turn quickly in place and cover a lot of ground with its powerful weaponry. This makes the defender an ideal and inexpensive anti-strike-craft vessel. If your opponent is keen on using large squadrons of strike craft, support your own strike-craft efforts with a small squad of defenders.





Though the defenders are quite slow compared with scouts and interceptors, they have excellent "coverage," which means they can fire their weapons in nearly any direction. This is a huge advantage over the scout and interceptor, which must be facing you to cause damage.

Consider placing a defender group inside your own strike-craft group when you move to attack the enemy's strike-craft group. Consider that for the price of 40 interceptors, you could build 22 interceptors and 15 defenders. Remember the 15 defenders move slower, so you'll need to either manually slow down your interceptor group or assign them to guard the slower defenders. When you enter the fight, have two groups, one with the interceptors and another with the defenders. Set the interceptors to evasive and engage all enemy interceptors. Set the defenders to aggressive and assault the enemy interceptor group. If the enemy interceptors move to attack the defenders, put your interceptor group back to aggressive and micromanage them against the enemy interceptors.

Defenders are an excellent tool against enemy strike craft. Though they boast decent fire-power, they just aren't as effective against capital ships. The defenders are slow and easily picked off by turrets and missile destroyers.

Cloaked Fighter

Classification: Strike Craft

Race: Kushan

Cost: 85 RUs

The cloaked fighters are only available for the Kushan forces (the Taiidan, instead, benefit from the defense fighter described later in this section). The applications of the cloaked fighter are fairly straightforward. With your cloaked fighter, or fighters, selected, simply press the special-function key, Z, to activate the cloak. You'll remain undetected, unless your opponent is using proximity sensors.

One of the downsides of the cloaked fighter is its heavy fuel consumption. Like any strike craft, the cloaked fighter requires fuel. Once it runs out of fuel, it maneuvers very slowly and is virtually ineffective in a battle. You'll need to use repair and support craft to repair your cloaked fighters and keep an eye on their fuel levels if you're using them on hit-and-run raids.





Speaking of hit-and-run raids, these are one of the strongest applications for the cloaked fighter. Research the technology, construct a squad of cloaked fighters, and seek out resource collectors and controllers unprotected by proximity sensors. Even if scouts or corvettes protect the resource units, you'll have an easy time causing damage with your cloaking ability. The cloaked fighter only reveals itself when it isn't attacking; therefore, if your opponent does have defenses, don't use the sphere formation or you'll fire from a stationary position and be much easier to hit. Use a standard strike-craft formation (X, claw, or wall) and attack either the resource units or the collector.

Accompany your assault force with cloaked fighters for additional, and unseen, firepower. If your opponent fails to use proximity sensors, he'll learn his lesson quickly when you use the cloaked fighters to knock out his tougher capital ships. Cloaked fighters are an excellent harassment craft; frustration can play a huge role in a multiplayer game, and cloaked fighters serve that purpose nicely.

Naturally, to counter cloaked fighters, make sure you place proximity sensors within your assault fleets and on guard with your resource units.

Attack Bomber

Classification: Strike Craft

Race: Kushan/Taiidan

Cost: 85 RUs

Attack bombers can be an excellent complement to your interceptor and scout strike force, but only when you're moving against a capital-ship group. Attack bombers are terrible against quick strike craft; use them exclusively against small to medium-size capital ships, primarily assault and ion cannon frigates. When your opponent reaches the ability to construct larger capital ships, you need to use some of your own to take them down. Again, remember that the attack bombers' primary weakness is their slow speed. They'll get ripped by faster strike craft; set the attack bombers to evasive tactics if you're worried about an opponent's strike-craft squad (or if you don't have enough strike craft to support the bombing run).





You also shouldn't use attack bombers when attacking a missile destroyer. Its guided missiles will spell doom for your attack bombers; you're better off using other capital ships against this beast. Even a horde of attack bombers isn't very effective unless supported by several capital ships or a squad of quick scouts diverting fire.

Attack bombers work best early in the game when you're repelling your opponent's assault-frigate attacks or if you're moving against his resource group. Send attack bombers to accompany your strike-force group. Use the scouts and interceptors against any strike-force defenses, and use the attack bombers, in a wall formation, against the resource collector or controller. As you progress through the game, attack bombers become less effective against the larger capital ships, but they're inexpensive when compared with the heavier ships. You can construct many attack bombers as opposed to a single heavy cruiser, but if your opponent is smart enough to use a grav well, you could be in big trouble.

Defense Fighter

Classification: Strike Craft

Race: Taiidan

Cost: 85 RUs

The defense fighter, a special Taiidan-only unit, operates much like the defense field frigate, also a Taiidan unit, described later in this section. The defense fighter doesn't shoot down enemy craft; instead, this strike craft shoots down their weaponry. Use the defense fighter to guard important capital ships from strike-force and light-frigate attack. Don't expect the defense fighter to clear out 100 percent of enemy fire, nor will the defense fighter be effective against ion beams or missiles.

Furthermore, the defense fighter lacks the ability to actually destroy the other craft. It can use its beam to knock out enemy fire all day, but that won't help much if you can't destroy the other vessels. Make sure you escort the defense fighter with scouts and interceptors and use them against any enemy strike craft.

Remember, like all fuel-based craft, the defense fighter is susceptible to the effects of the grav well generator. If you're relying on the defense fighter to assist in the protection of your capital-ship group, be sure your enemy isn't positioning a grav well generator to nullify the effects of your defense fighters. Keep your group back, and force the attack to come to you.





Light Corvette

Classification: Corvette

Race: Kushan/Taidan

Cost: 135 RUs

The light corvette is easy to reach on the technology tree and is affordable for early-game efforts against your opponent's scouts and interceptors. As the game progresses, however, the light corvette becomes a little too expensive for its uses. For instance, the multigun corvette is much better against strike craft and worth the extra money.

Still, the light corvette is excellent for early-game battles, particularly before you've reached the higher technology levels. Its weapons are powerful and its hull armor is durable. The light corvette will work best when coupled with additional strike-force support, especially if you plan to use its abilities against scouts and interceptors. The light corvette, while fast, isn't quick enough to eliminate a group of scouts on its own, especially scouts set on evasive tactics.

Heavy Corvette

Classification: Corvette

Race: Kushan/Taidan

Cost: 250 RUs

The heavy corvette has some nice early-game uses but proves a little expensive for late-game capital-ship wars. Corvettes are the bridge between the quick, but weak strike craft and the slow, but powerful capital ships. The heavy corvette proves best as support against light frigates in early-game skirmishes. You'll need to support the heavy corvette group with fighters, and you should also use evasive tactics so the heavy corvettes gain a moderate speed bonus.

One interesting use of the heavy corvette is its special "burst attack" ability. You can trigger the burst attack with the special-function key, Z. The burst must charge for a few seconds, so don't expect to get one off in quick fashion. The primary use of the burst attack is against cluttered strike craft. If your opponent has his scouts or interceptors in a tight X or wall formation, send your heavy corvette group at the formation and use the burst attack (just





make sure you have enough distance to charge the weapon). It takes a lot of micromanagement to pull off such a maneuver, but the tide can turn quickly when 20-plus enemy strike craft blow apart and you suffer no casualties.

Multigun Corvette

Classification: Corvette

Race: Kushan/Taiidan

Cost: 225 RUs

Though its weapon power and durability are less than the heavy corvette, the multigun corvette can be significantly more powerful when used in the appropriate situation, specifically against squads of strike craft. The multigun corvette boasts six different turrets providing one of the best coverage ratings of any vessel. Mix these corvettes with some defenders, and you have a fleet that will annihilate most groups of enemy strike craft.

The multigun corvette also doesn't lie too high up the technology tree, which makes it a quick and powerful acquisition during multiplayer games. Most early multiplayer skirmishes consist of strike-craft wars; add the multigun corvette into the mix, and you'll gain a large advantage against your opponent. Send in the multigun corvettes with a strike-force escort. Force your opponent to decide which of your ships to attack. If your enemy decides to assault the multigun corvettes only, you'll have your strike force, assigned to aggressive, to assist you. If your enemy decides to attack the strike force, assign them to evasive, and watch your multigun corvettes clean up.

Assault Frigate

Classification: Frigate

Race: Kushan/Taiidan

Cost: 575 RUs

The assault frigate is one of the first "heavy duty" ships you'll be able to construct, both in single- and multiplayer games. Don't waste the opportunity. Use the assault frigate early in the game with strike-force escort against the enemy's resource units. It takes awhile to destroy resource units with strike craft alone; the added power of the assault frigate can eliminate the resource collector and controller much faster.





Assault frigates and their four turrets work well against strike craft, but you must support them with the cheaper scouts and interceptors, if anything, to give your opponent something else to concentrate fire on. In multiplayer games, you'll likely want to continue to crank out assault frigates as you make your way up the technology tree to more-powerful capital ships.

Finally, assault frigates are much more maneuverable than other capital ships. Micromanage your assault-frigate group in a capital-ship battle, and attempt to get in an area out of the firing path of the ion cannons on destroyers, heavy cruisers, or, of course, ion cannon frigates. The assault frigate will continue to fire while you move but will force the enemy capital ship to face the attack so you can inflict maximum damage.

Ion Cannon Frigate

Classification: Frigate

Race: Kushan/Taiidan

Cost: 650 RUs

Ion cannon frigates are important support to capital ships in assaults against your opponent's capital ships. The ion cannon frigates are much too slow to counter squads of strike craft and are best used against larger, more durable capital ships. Micromanaging these extremely sluggish ships is virtually impossible. Don't attempt to assign them different targets in the heat of a battle. Concentrate the firepower on a single enemy capital ship and continue to pound away until it's destroyed. Don't move the ion cannon frigates against anything attacking the ion cannon frigate, unless it's close to your original target. The ion cannon frigate simply takes too long to move and adjust its target.

The perfect counters to ion cannon frigates are strike craft, offensive corvettes, and salvage corvettes. The ion cannon frigates simply can't keep up with the speedy craft, and it's extremely easy to rip apart their hull armor without retaliation. The ion cannon frigate coverage is horrible; its single beam just can't counter fast craft. Further, salvage corvettes have an easy time capturing ion cannon frigates because their beam only fires from the forward section. If you bring in the salvage corvettes from any other side (preferably the rear), you'll have little trouble snagging the ion cannon frigate.





Offensively, the most important thing to do with your ion cannon frigates is to assign them to the same Ctrl group. This way, you can quickly select the group and attack the same target. Make sure the target is an important capital ship (or device like a grav well or cloak generator). A squad of six to ten ion cannon frigates can tear apart a capital-ship group; just don't make attempts to move them or change targets. Assign them a single target and watch them work until it's destroyed.

Drone Frigate

Classification: Frigate

Race: Kushan

Cost: 800 RUs

The drone frigate is a special unit for the Kushan side. Use its special function (press the Z key) and release 24 drones, which serve to protect the drone frigate from strike-craft attack. The drones are highly maneuverable and can pick off strike craft on their sheer numbers alone.

Don't bother with the drone frigate unless you suspect or know your opponent is concentrating many resource units into a large strike-force squad. Position the drone frigate near your capital-ship group so the drones will assist in the protection of other frigates as well.

Defense Field Frigate

Classification: Frigate

Race: Taiidan

Cost: 800 RUs

The field frigate is a specialty unit for the Taiidan side only. The field frigate doesn't possess offensive capabilities, at least against other vessels. Instead, the field frigate's weaponry concentrates on the fire of the other vessels, excluding ion beams and missiles. If you play as the Taiidan side, you should definitely consider this powerful frigate, especially positioned within your capital-ship group to protect the group from strike craft and assault frigates.

If your opponent, however, is using ion beam frigates or larger capital ships, the field frigate won't prove useful. It has no means of shooting down the ion beams or the guided missiles of the missile destroyer. The field frigate, then, will prove most useful in an early- to





middle-game offensive. Use the field frigate to protect your frigates and capital ships against the strike-craft force of your opponent. If you aren't taking damage from his weapons, you'll certainly gain an advantage on an equal-sized force and even a larger fleet because the field frigate will deflect a significant portion of your enemy's fire, enabling you to score more hits and damage.

Destroyer

Classification: Super Capital

Race: Kushan/Taiidan

Cost: 1350 RUs

The destroyer is the primary capital-ship killer. That's what happens when you're nearly one-third the cost of the powerful heavy cruiser - most players will opt for three destroyers (also easier to reach on the technology tree). A destroyer is at its weakest, however, against strike craft. The destroyer only boasts two turrets - not enough against a fleet of strike craft supporting the assault.

Concentrating firepower is extremely important with the destroyer, especially against a fleet of greater quantity (such as against three assault or ion cannon frigates). Don't rubber-band select the entire enemy group. Instead, work on a specific capital ship with all your force, including using your destroyers, until its obliterated, then move on to the next.

Destroyers are extremely powerful but also highly susceptible to salvage corvettes. Without the power of the missile destroyer (its guided missiles will rip salvage corvettes to pieces), the destroyer is very vulnerable, and you can expect multiplayer opponents to take advantage. Try to have a strike force on hand, and eliminate any salvage corvettes you spot nearing your destroyer group.

Missile Destroyer

Classification: Super Capital

Race: Kushan/Taiidan

Cost: 1500 RUs





One of the most powerful ships in your fleet will be the missile destroyer. Like nearly all the vessels in Homeworld, the missile destroyer isn't effective without support, but you should include at least one in your fleet, especially if your opponent is using strike craft and fast corvettes. The missile destroyer continually fires guided missiles until its supply is depleted. However, it regenerates its supply so quickly, it's almost always firing missiles.

Inside a mixed fleet, try to target the missile destroyer against strike craft, specifically attack bombers, defenders, and corvettes. The missile destroyer likely won't have much trouble keeping up with interceptors, but a fleet of all scouts can evade most of the missile destroyer's missiles. The guided missiles immediately travel straight to enemy strike craft, and it won't take long for you to knock down the presence significantly. The missile destroyer is also effective against capital ships, but you must support it with additional forces.

Carrier

Classification: Super Capital

Race: Kushan/Taidan

Cost: 2000 RUs

The carrier is an excellent way to conceal the size of your fleet. Furthermore, the carrier possesses the ability to construct both strike craft and corvettes. Place fighters and corvettes inside the carrier, and use the launch menu to keep them inside the carrier until you're ready to attack. Escort the carrier with capital ships to the battle position. If your enemy has scouted your vessels, he may not realize that your carrier could release up to 50 fighters and 25 corvettes into the battle.

Place some salvage corvettes inside the carrier and release them during a heated battle. Be sure to have a preset group assigned just to the salvage corvettes so you can easily select the specialty ships and swipe enemy capital ships.

The carrier possesses a simple weapon, so don't expect it to fend off a significant enemy attack. Protect the carrier with strike craft and capital ships. When building fighters and corvettes with the carrier, use the launch menu to make sure they remain docked. If you must defend the carrier with its fighters you construct within, it's best to unleash them as a group rather than one at a time.





The carrier is also a convenient way to conceal a large fleet with only a few cloak generators. Move the carrier to a weak area of your opponent's mothership. Mount an attack at a location other than the enemy's mothership position so your enemy will pull off mothership defenses to assist in the battle, then move your carrier into position and release its mobile cargo. The carrier's biggest adversary is the grav well generator; the carrier creates mostly fuel-based craft, which the grav well generator renders ineffective.

Heavy Cruiser

Classification: Super Capital

Race: Kushan/Taiidan

Cost: 3700 RUs

The heavy cruiser is the granddaddy of Homeworld capital ships. As the manual says, when the heavy cruiser appears on the scene, it's time to start paying attention. The heavy cruiser works well against capital ships and strike craft, at least in moderate numbers (the heavy cruiser features six turrets). Its main weaknesses are its high cost (nearly double the next most expensive vessel) and its lack of maneuverability. Don't attempt to micromanage its attacks during a battle. Pick a specific target and fire.

Because it's so expensive, it's extremely important to use support frigates and repair corvettes to trail behind the heavy cruiser and repair it as needed. Further, you must support the beast with a mixed fleet if you are to be successful. Against a fleet consisting of nimble interceptors and attack bombers, with some capital ships thrown in, the heavy cruiser could get worked over by the sheer number of enemies.

Finally, the heavy cruiser is very slow. An important part of multiplayer success (and single player as well) is keeping your fleet together. Don't let the faster ships get too far ahead and into the battle too soon. Attack as an entire force. That means waiting patiently for your heavy cruisers to reach the battleground. Assign all other targets to guard the heavy-cruiser group and place them in sphere formation so they encircle the heavy cruisers. As you near the battle, break formation and target at will.





Resource and Specialty Units

Most players will make early gambles to control the most abundant resources, and with good reason: Without resources, there can be no fleets. Your resource units are tough but are vulnerable to being snatched from your possession by opportunistic salvagers. Learn to protect yours, and be the game's best thief.

Specialty units are also important, and when used correctly, can turn the tide of a battle. The cloak, grav well generator, and minelaying corvette let you use tactics not normally found in real-time strategy games. Also, the probe and proximity detector can be used to scout your enemy and maintain an eye on movement and fleet size.

Resource Collector

Classification: Non-Combat

Race: Kushan/Taiidan

Cost: 650 RUs

The resource collector is, arguably, your most important unit in Homeworld (besides, of course, the mothership). Without the resource collector, you have no means of harvesting space dust and asteroids and converting them into resource units for use in constructing new offensive and defensive craft. If you lose your resource collector, especially when you're running low on resource units, then, to put it simply, you're screwed.

Protect your resource collector, both in the single- and multiplayer game, though you'll find the human opponent will be much more aggressive against your collectors than the computer adversary. Position scouts and proximity sensors at all times around the area you're harvesting - don't get surprised by an enemy fleet, especially one protected by a cloak generator.

Get multiple resource collectors up and running as soon as possible. The faster you collect resources, the faster you can construct your fleet and move on the offensive. Balance the early game between building defenses (for your mothership and resource collectors),





building additional collectors, and building offensive units and scouts. It isn't easy without a lot of money, but it's important that you don't devote too many resources to additional collectors without adequate defense to protect them.

Use the resource collector in conjunction with the resource controller to hasten the harvesting process. For more information on the resource controller, head to the next ship in this section.

For more on the resource collector, head over to the resource-collection section of this game guide.

Resource Controller

Classification: Non-Combat

Race: Kushan/Taiidan

Cost: 680 RUs

The function of the resource controller is to serve as a bridge between the mothership and the map's resources. Your collector doesn't have to return all the way to the mothership to dump its payload; instead, it simply returns to the resource controller, dumps its payload, and resumes harvesting. This saves a significant amount of time; the resource controller pays for itself very quickly.

Researching the controller is easy - it lies only one notch into the technology tree above capital-ship drive. In many multiplayer games, you'll want to construct one as quickly as possible to maximize your collection efforts. However, be sure to defend it well; at 680 resource units, it's an expensive loss. Plus, you'll lose its primary benefit of saving time between resource collections. Protect your controllers!

The resource controller can also refuel strike craft and corvettes, though this certainly shouldn't become its primary function. If your craft happen to be in the area, then divert your squads to the controller and refuel. Don't bother constructing a controller to include with your assault group for refueling - the controller is much too expensive, and cheaper craft (support frigate, for instance) serve that function.





If you're hesitant to construct a controller early in the game, wait until you have two or three collectors. Micromanage your collectors in an attempt to optimize the unloading of payload (so your collectors aren't in the "waiting line" for too long). Finally, it's mentioned a few times in this game guide, but it's worth repeating: Order your resource controller to guard your collectors. That way, the controller follows the collectors around, further minimizing the time between each unloading.

For more on the resource controller, head over to the resource-collection section of this game guide.

Probe

Classification: Non-Combat

Race: Kushan/Taaidan

Cost: 30 RUs

The cheap probe has one great advantage and one glaring disadvantage. If you need to scout an area extremely fast, the probe is the tool of choice. Its speed is blinding; you can cross most maps in a matter of seconds. This characteristic can prove vital in a multiplayer or even a single-player game. For instance, you know the enemy is coming toward you (or your resource collectors), but you don't know the extent of the enemy fleet. Build a probe and quickly send it to the position to get a look.

The problem with the probe is that once it stops, you can't move it again. The probe basically becomes useless, though it will still remain in that final position and maintain a line of sight (at least until your opponent decides to eliminate it). Because of this, it's often wiser to spend a few more resource units and construct either a proximity detector (for its cloak-detection ability) or simply a scout (for its maneuverability and offensive power).

Cloak Generator

Classification: Non-Combat

Race: Kushan/Taaidan

Cost: 500 RUs





The cloak generator is an excellent way of disguising the size and strength of your forces. Use it to disguise your resource unit-protection fleet or even a secret assault you're mounting above your opponent's mothership or resource units. You'll likely need several cloak generators in order to generate a large enough field to protect a sizeable fleet. Assign your fleet to guard the cloak generators so they stick with the generator and don't accidentally escape the generator's effects.

An important element to the cloak generator is that you must shut it down after extended use so it can recharge its power. For an important, sneaky assault, you'll likely want to build several generators, not only to conceal the entire fleet, but also to have cloak generators in reserve to switch on while the others recharge. It's an expensive gambit but one that could turn the tide quickly if you're able to lure mothership or resource-unit defenses away from the scene.

To counter cloak generators, make sure you construct plenty of proximity sensors. If you've positioned enough around the map, particularly in key areas, such as the path to your resource units, your resource patch, and surrounding your mothership, you'll be able to detect the cloaked units before the attack commences. Proximity sensors are cheap - don't fail to use their anti-cloak ability.

Grav Well Generator

Classification: Non-Combat

Race: Kushan/Taiidan

Cost: 800 RUs

The grav well generator is a special device that stops all fuel-based ships in its wave. It pushes the immobilized ships away from it; once the fuel-based ships reach the outer rim, the ships regain control, at least until they reenter the grav well field. The most important thing to remember about the grav well is that it affects your own ships as well. Don't use and activate the grav well inside a battle if the majority of your own force is also fuel-based. Use the grav well against opponents that primarily use strike craft and corvettes. Immobilize them, then destroy them with your own capital ships.



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Another important thing to remember about the grav well generator is that once it shuts down, you can't reactivate it. It's an expensive (800 resource units) one-time-use special unit, but it can turn the tide of a large battle very quickly. It's also effective when mounting an assault on the mothership. You can create fuel-based defenses rapidly; if your opponent is in trouble from your attack, the fastest way to defend the assault is either by launching or building more fuel-based craft. Stick the grav well generator near the mothership, guard it with some repair craft, and switch it on. Each time a new fuel-based craft exits the mothership, it's caught in the grav well generator and rendered harmless.

You don't need multiple grav well generators within your assault group. They're too expensive to mass-produce, and one will work just as effectively as two or more. It's important to place the grav well generator near your capital-ship group, where you expect your opponent to concentrate fuel-based forces. If your opponent is in trouble because of your grav well generator, you can expect it to be attacked by other ships. Use support frigates and repair corvettes on the grav well generator to keep it activated. Cloak the device with a cloak generator to hide its location from your opponent.

If you spot a grav well generator in your opponent's assault group, don't even bother sending in your fuel-based forces, particularly around the device. You can trick your opponent into switching the grav well generator on too quickly by assaulting with some of your fuel-based forces and retreating once the grav well switches on. Don't get baited into attacking a stationary force protected by a grav well generator. Let your opponent come to you, while you micromanage your fuel-based group to avoid the grav well generator's effects and attack any enemy craft away from the generator.

Proximity Sensor

Classification: Non-Combat

Race: Kushan/Taiidan

Cost: 50 RUs

The importance of proximity sensors is simple: detection of cloaked units. Always place proximity sensors around your primary resource patch (to make sure none of your opponent's cloaked vessels sneak inside). Further, include a proximity sensor with your capital-ship group. As you move to attack your opponent, you'll be able to spot any cloaked vessels





in the area (such as a cloaked salvage group or other attack group coming from another direction). Simply select the proximity sensor and order it to guard your lead capital ship.

Proximity sensors are inexpensive and easy to maneuver. Scouting is extremely important in multiplayer games. You should repeat the motto "no surprises" and keep repeating it as you construct many proximity sensors and spread them across the map. Not only do the small devices detect cloaked vessels, but they also alert you to enemy presence and movements.

Conversely, be on the lookout for enemy proximity sensors. Use a squadron of scouts or interceptors to scour the map and eliminate any you find, especially if you wish to implement cloaking technology into your assaults. The single-player game also provides many uses for the proximity sensor, both building your own to detect cloaked vessels and destroying the enemy's to open a path for your own cloaked ships.

Sensors Array

Classification: Non-Combat

Race: Kushan/Taiidan

Cost: 800 RUs

Normally when you switch to the long-range sensor map, you can't see the extent of the enemy force. Tightly packed forces will only appear as a single radar blip. For instance, you might notice a single red blip inside the resource patch. Logic suggests this is a resource collector harvesting dust clouds and asteroids. If you create a sensors array, the red blip will change to multiple red blips if there are additional ships in that same area (such as ships protecting the resource collector).

Though it's expensive, the sensors array can provide vital information about your opponent's offensive and defensive capabilities. You'll be able to tell if there are ships protecting the resource group, how many ships are protecting the mothership, and, perhaps most importantly, how many ships your enemy is sending on an attack. You can then apply the information from the sensors array to your attack technique. If you notice no ships protecting the resource group, send an attack. If you notice defense forces pulling away from the mothership to protect the resource group, move an assault on the mothership.





Research Ship

Classification: Non-Combat

Race: Kushan/Taidan

Cost: 700 RUs

Research ships are about equally as important as resource collectors - and that's important! If you don't have a research ship available, you can't ascend the technology tree and acquire the ability to construct new, and usually more deadly, offensive and defensive ships and units. Protect your research ship; it's expensive and usually the target of early attacks.

To speed up the research process, construct multiple research ships. But again, these will be prime targets for your opponent. At 700 resource units apiece, the research ship isn't cheap and takes awhile to replace (especially if you're low on resources). The time lost in climbing the technology tree can be disastrous if your opponent's fleet contains multiple research ships.

Repair Corvette

Classification: Corvette

Race: Kushan/Taidan

Cost: 150 RUs

Repair corvettes are similar to support frigates (described later in this section) but are smaller, less expensive, and less durable. Like support frigates, they're extremely important to have around both during a battle and during the downtime after a battle. You can group multiple repair corvettes to speed the repair process. Be sure to use the Z key and not the guard function so you aren't simply guarding the specified ship but are utilizing the repair corvette's special function, which, of course, is repairing.

Always position some repair corvettes near your mothership just in case your headquarters comes under attack. This is vital during some missions in the single-player campaign and also very important for multiplayer. Repair your mothership after an enemy attack, even if your opponent simply sent in scouts and interceptors. Every bit of "health" counts for your mothership; in nearly all games-types in Homeworld if you lose the mothership, you're out of the game.





Use the repair corvette's special-function key (Z) and rubber-band select as many ships as you wish to repair. Doing this will order the repair corvettes to repair any of these ships as soon as they're damaged by enemy fire. In many instances, this isn't as useful as assigning the repair corvettes to just a few important ships, such as your heavier capital ships or weak, yet important, ion cannon frigates. If possible, micromanage the repair corvette during a fight if you think you can save a particular capital ship from destruction.

Salvage Corvette

Classification: Corvette

Race: Kushan/Taiidan

Cost: 220 RUs

Salvage corvettes will turn the tide more often than any other ship in Homeworld - that goes for single- and multiplayer! Salvage corvettes can be used to steal opponents' frigates and capital ships right from under their nose. As you'll see in the single-player Walk-through, this is basically essential to completing the campaign game, and it will give you a distinct edge in multiplayer battles.

First the basics. The larger the enemy ship, the more salvage corvettes it takes to "steal" the ship - frigates (assault, ion cannon, support, etc.) require two salvage corvettes, destroyers (including missile) require three salvage corvettes, and heavy cruisers and carriers require five salvage corvettes.

Observant opponents aren't going to let you just swoop salvage corvettes in and steal ships. Don't lead with the salvage corvettes. Keep them behind your main force or even above or below it. Distract your enemy with loads of strike craft, light and heavy corvettes, and minelayers, or use other diversionary tactics. Keep your opponent's attention away from the salvage corvettes. This also applies to the single-player game; the computer often targets salvage corvettes immediately once you've brought them into the area.

Always bring in more salvage corvettes than you need. Assign the correct number (for instance, five for the carrier) to one group and the extras to another preset. Send in the correct number to salvage first and keep extras close behind. If your enemy destroys one or two of the lead salvage corvettes, you have extras coming in right behind. It's very tough



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to defend this tactic without concentrating all (or at least additional) firepower on the salvage corvette group. If your opponent does, you'll score extra hits on his fleet and take less damage yourself.

Really strive to perfect your salvaging techniques. Robbing your opponent's fleet of an expensive capital ship is devastating to your opponent. It's like gaining extra resources that your opponent just spent. They are resources your enemy will never see again and resources you might not have ever seen yourself.

Counterstrategy

If your opponent keeps stealing your capital ships, be sure to scout well so you aren't surprised during a battle. Keep strike craft, especially assault bombers, on hand (and away from the initial battle) to intercept the salvage corvettes. At worst, if your ship is almost within the grasp of the required number of salvage corvettes, use the right-click menu to "scuttle" the ship. Scuttling self-destructs your own ship. Yes, it sounds drastic, but it's a much better alternative to losing the ship to your opponent.

Minelayer Corvette

Classification: Corvette

Race: Kushan/Taiidan

Cost: 295 RUs

The purpose of the minelayer corvette is fairly obvious: to lay mines. Lay mines where your opponent (either computer or human) frequently visits. For instance, sneak a minelayer corvette (via a cloak generator) into your opponent's resource patch. Lay a minefield and watch your opponent's resource units collide with the small, nearly undetectable seeking explosives. As you will learn in the single-player game, the mines are very small and hard to detect until you're nearly on top of them. By that time, the mines have already locked onto your ship, and you're sure to take damage. Heavier craft, such as heavy cruisers, destroyers, and carriers, can take a pounding, but frigates, corvettes, and strike craft get ripped apart very quickly.

When approaching a large capital-ship battle, sneak a minelayer corvette group up and above the enemy. As the battle begins, send your minelayer group down on top of the enemy corvettes and "force mine drop" just above the enemy. As the mines release,





they'll seek enemy targets. Your opponent will have little hope of escaping both the mines and your capital-ship assault. The mines will help weaken your opponent's tougher capital ships. In fact, it doesn't need to be a large capital-ship battle - micromanage the minelayer corvette during all battles. The seeking explosives will certainly assist in the destruction of your opponent.

Naturally, using a minelayer corvette for defense is a wise move. Surround your mothership with mines, spread around the perimeter of your headquarters (or just select the minelayer corvettes, order them to guard your mothership, and select sphere formation). As the enemy moves in for the attack, the mines will knock down your opponent's vessels. At that moment, move in your own force and attack while your enemy is weakened.

Support Frigate

Classification: Frigate

Race: Kushan/Taiidan

Cost: 425 RUs

Use support frigates to refuel strike craft and corvettes and to repair other ships. Always use their special function (press the Z key) when using repair and refuel; the support frigate has a simple gun and will actually attempt to guard the craft with its weapon if you use the "guard" command. If you're following your assault group with a support frigate, don't repair with a drag-select around the entire group. Instead, select your most important vessels (such as destroyers, ion cannon frigates, or heavy cruisers) and drag-select them for repair. Do this before you move out to attack; it's much easier to micromanage this drag-select repair maneuver before you're in the heat of battle.

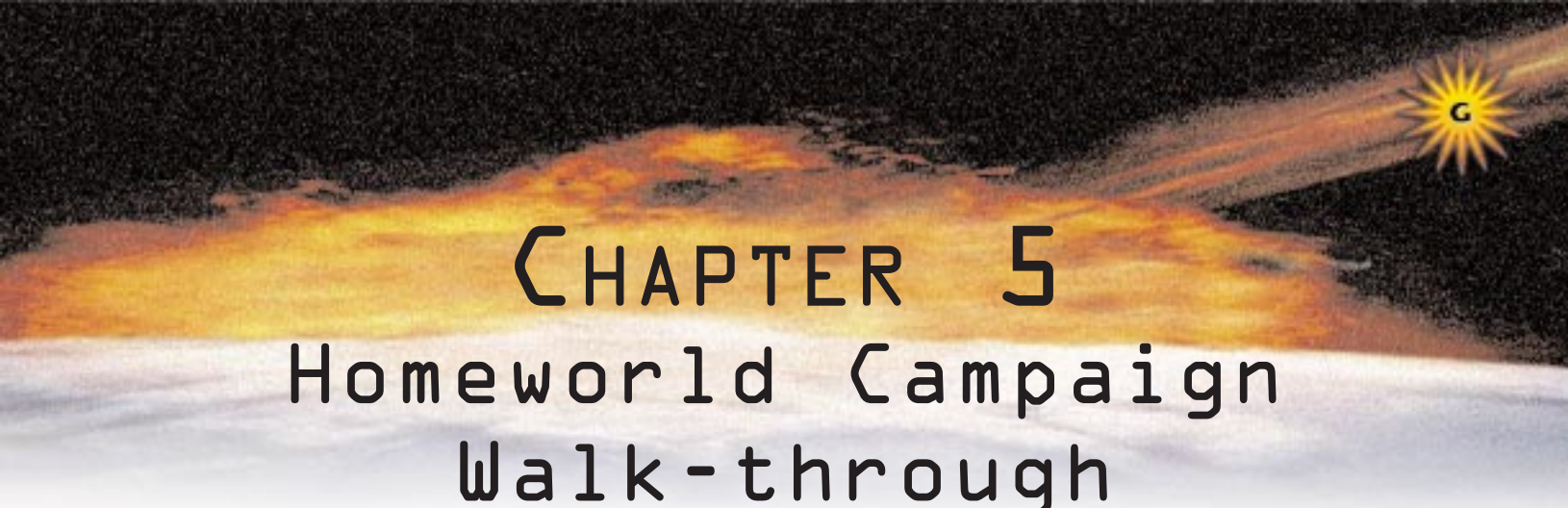
Don't neglect the usefulness of a few support frigates assisting your capital-ship group. Not only will they heal your ships during and after battle, but they could divert fire from enemy ships. If your opponent spots a support frigate trailing your fleet, it will likely become a target. That's not a terrible thing. While your opponent is concentrating on your support frigate, you can concentrate all fire on his toughest capital ships.





Try to micromanage the support frigates during battle. Should your opponent concentrate firepower on your heavy cruiser, for instance, move your support frigates in and begin repair. Even if you end up losing the heavy cruiser, your opponent will have taken so much time to destroy it, you could have used all your other ships to wound and demolish his fleet.





CHAPTER 5

Homeworld Campaign

Walk-through

Homeworld's single-player campaign consists of 16 diverse missions where you'll face several different enemy races. Homeworld features two playable races, but both use the same campaign game. Though the primary enemy fleet will be different (if you're playing as Kushan, your enemy will be Taiidan and vice versa), the objectives for each mission remain the same.

The mission Walk-throughs below outline the Kushan campaign. However, the strategies and tactics explained will apply to the Taiidan campaign game as well. Any strategies specific to one particular campaign are also detailed below.

Mission 1 - Kharak System

Story: The completed mothership, released from its giant scaffolding, prepares for the long journey to Homeworld. The fleet's systems are run through a series of preparatory tests.

Difficulty: Easy

Overview: The first mission is enemy-free and provides a good opportunity for practicing maneuvers and shortcuts. This mission's Walk-through provides some extra guidance in this regard.

Fleet: Your fleet is provided for you in this mission.





Objectives

The female voice is that of Karen Sjet, who plays the role of fleet command. She will provide you with information about the status of your fleet, including research, harvesting, building, and attacks. The male voice heard here (and throughout the game) is that of fleet intelligence. As each mission proceeds, he will monitor current events and inform you of your submissions.

In mission one, these sub-missions are:

Construct a Research Ship

The build menu is most easily reached by hitting the B key. (Note that this Walk-through assumes you have not remapped the keyboard shortcuts.) Double-click on "Research Ship" and then hit the C key to close the build menu.

Learning to use keyboard shortcuts will make you a better player, because it will save you the extra time it takes to aim a mouse pointer and click. Good players, through practice, memorize certain keystrokes and can issue commands without their attention straying from the action.

Harvest Asteroids

Select your resource collector and hit the H key. The collector will automatically seek out the nearest resources and begin collecting them. The resource collector will also behave differently depending on its behavior setting. A collector set to aggressive will continue to harvest, even under fire. One set to evasive, however, will return to the mothership (or repair vessel) and attempt repairs if under attack.

Destroy Target Drones Using a Formation

Draw a box around your scouts and then hit Ctrl-1. This assigns the scouts to group one, and until this is changed, you can focus on the scouts from anywhere on the map by hitting the 1 key and then the F, or focus, key (or double-pressing the 1 key).





Press the H key to get your resource collector harvesting asteroids and generating valuable resource units.

Select a formation for your scout group by hitting any of the function keys from F5 to F10. You can also assign formations by right-clicking on a scout and using the pop-up menu, but again, it is wiser to learn keyboard shortcuts as soon as possible. The action in Homeworld is fast-paced, and you'll often lose ships if you're wasting time with menus and right-clicks.

Move the scouts to the target drones (tips on how to move most effectively can be found in the ship-movement section of this game guide). As you attack, you might try drawing a box around all the target drones while you hold down the Ctrl key. This will instruct your scouts to attack until the entire group of targets is destroyed. Be sure to release the Ctrl key before you release the mouse button. That way your command will be issued, and you won't accidentally select what your mouse pointer just wrapped around.





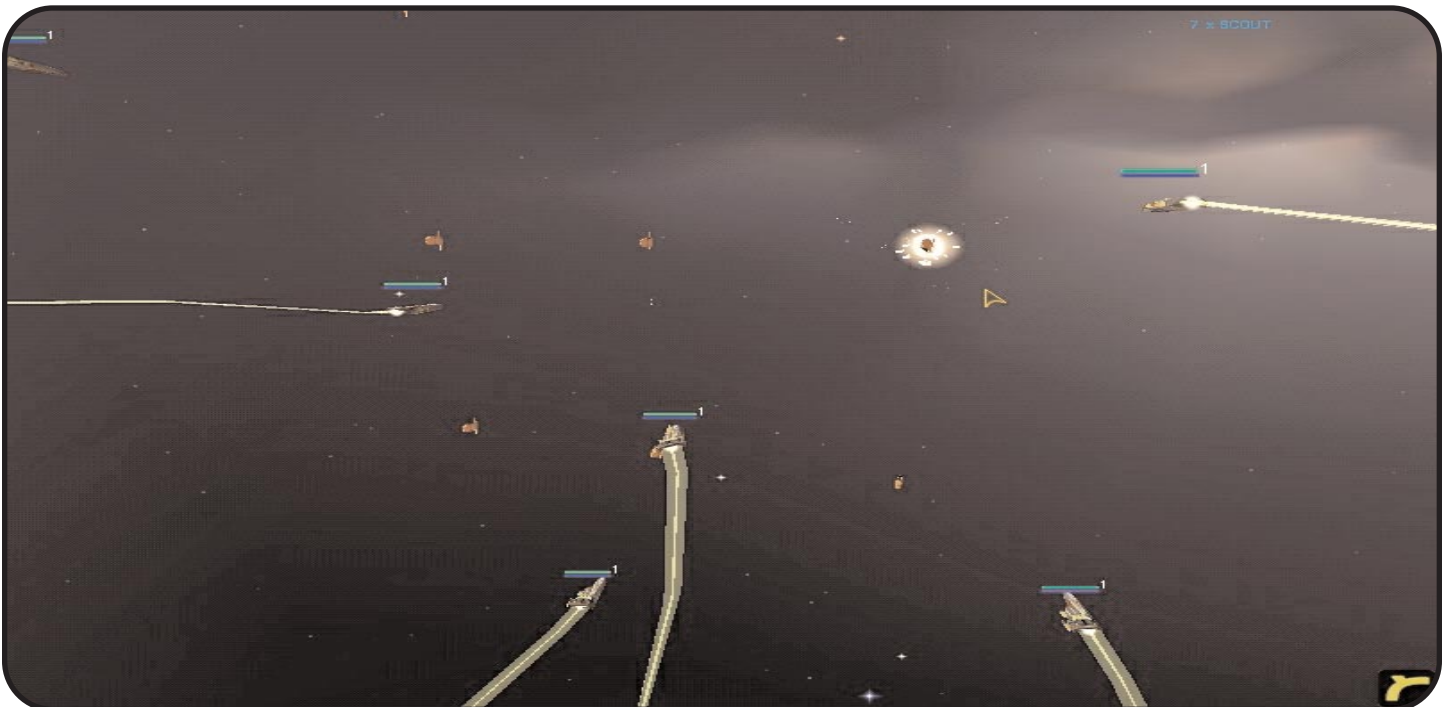
Research Fighter Chassis

Hitting the R key will bring up the research menu. At this stage, researching fighter chassis is as simple as double-clicking that item and hitting the C key to close the menu.

Destroy Target Drones Using Tactics

As the manual indicates, there are three tactics to choose from: evasive, normal, and aggressive. These tactics have shortcuts (F2 through F4 respectively), which are especially vital, as these tactics are often used during an attack.

Try both aggressive and evasive tactics, and observe the different ways your scout ships behave. Focus in on one scout ship by holding down the Alt key and clicking on it. Follow it through several passes on the drones, while changing tactics from aggressive to evasive and back. Get a feel for how these little fighters think during a battle. The aggressive fighter moves very close to the target, remains in formation, and slows down to fire off as many shots as possible. The evasive fighter concentrates more on evading enemy fire than using its own weapon against the enemy craft. It also breaks formation to present a more difficult target to any attackers.



Set your scouts in a formation, such as X or claw, and practice dogfight techniques against the docile target drones.





Capture the Drone Using a Salvage Corvette

Build a salvage corvette and send it to capture the drone. Although unnecessary in this mission, guard the corvette with your scout group. Select the corvette, hit F to focus the camera on it, hit 1 to select your scout group, and then relick the corvette while holding down Ctrl and Alt simultaneously. The scouts will fly in from the tactics training site and fall into formation near the corvette. Experiment with the different formations, and even check out the "sphere" formation, and notice how your fighters form a sphere around the salvage corvette, protecting it from every direction.

Once you have accomplished these missions, the mothership will be ready for the hyper-jump test, and it's on to mission two.

Mission 2 - Outskirts of Kharak System

Story: The proposed rendezvous with the friendly ship Khar-Selim fails when the mysterious enemy who destroyed it then turns its guns on you.

Difficulty: Easy

Overview: Patience is definitely a virtue in this mission, as is good organization. The key lies in preparing for each attack with the proper mix of ships, and this may require waiting for resources to be harvested.

Fleet: Arriving with the first mission's fleet is sufficient.

Objectives

Before sending a probe to the Khar-Selim's beacon, get your resource collector harvesting (remember, just select it and hit H, and let it do the thinking). There's no need to guard it.

Since fleet intelligence will be too occupied with the enemy to remind you to research, start in on corvette drive right away. As soon as fleet command informs you this research is complete, continue researching your way through corvette chassis and heavy corvette. You'll need such ships later.





Build a probe, but also build as many interceptors as you can (six or seven). Put them in formation with your scouts, and set their tactics to aggressive.

The sub-missions are as follows:

Send Probe to the Khar-Selim

When you move your probe near the Khar-Selim, enemy fighters will swoop past it and attack your fleet. Therefore, make sure you are completely prepared for the attack before sending the probe. If you send the probe too early, you'll likely not have prepared enough defenses to repel the onslaught. Respond to the attack with your fighter group. This is a great chance to practice the dogfighting tactics mentioned in the combat section of this game guide. Choose enemies that are as far away as range allows, and look for chances to hit the enemy from behind as often as you can.



As soon as one of your ships, such as a probe or resource collector, reaches the Khar-Selim, the enemy fighters attack.





Salvage the Khar-Selim

Once you've fought off the initial wave of fighters, fleet intelligence will instruct you to send a salvage corvette to recover their flight recording. Do not obey until you have harvested enough material to build at least four light and four heavy corvettes. Put them in formation as group two, but leave them by your mothership. Build a repair corvette and assign it to guard/repair your corvette group by selecting the repair corvette, holding down Z, and drawing a box around the corvette formation. Again, be sure to let off the Z key before you let off the mouse button, so you've selected the action instead of the ships.

Defend Salvage Team

After the recording has been salvaged, a second wave of enemies will attack, targeting the salvage corvette. Once they appear behind the returning corvette, take control of your fighter group and pick them off one at a time. As much as possible, focus on enemies that are flying away from you.



Escort your salvage corvette with interceptors and scouts when you move to capture the Khar-Selim.





Protect the Mothership

Any enemy fighters that maneuver past your fighters and reach the mothership will encounter your corvette group. Mopping up should be an easy task. As soon as you can, select your fighter group and hit D to dock them for repairs and refueling.

Defend the Mothership

What won't be as easy is defending your fleet against the final wave of enemies. This third wave comes on the heels of the second, which is why building corvettes before you salvage the recording is so important.

Put your heavy corvettes into formation by themselves, and assign your repair corvette to repair them. Leave the light corvettes and your fighters at the mothership.

Select your heavy-corvette group and face the incoming enemies. Target them in their little groups, and keep advancing - don't worry if a few enemies slip past your corvettes. Make your way up the incoming column of enemy ships until you see the enemy carrier looming in the distance.

Seek out the enemy carrier. Your corvettes are hardy enough to take a lot of abuse from these particular enemies, and as long as your repair corvette is properly guarding them, just pound away at the enemy carrier.

Don't worry about killing enemy fighters and missile ships, as each one will be re-created by the enemy carrier instantly. Focus instead on convincing the enemy carrier to retreat. Once the enemy carrier has taken a pile of abuse, it will hyperspace-jump from the scene.

It's time to go back home and warn Kharak of this new threat. Before you leave, however, build another repair corvette and another salvage corvette. Designate four groups using the Ctrl and number keys: fighters, corvettes, repair corvettes, and salvage corvettes. This will prepare you for mission three. Take the time after you've run off the enemy carrier to make these preparations. The action in the next mission begins quickly.





Mission 3 - Return to the Kharak System

Story: After a successful hyperjump test, the mothership returns to Kharak to find everything but the cryo trays destroyed - and the remnants of whatever fleet destroyed Kharak are working on that task.

Difficulty: Moderate

Overview: You face only four enemy ships, but they are tough customers. At least one of them must be captured.

Fleet: For a smooth victory, arrive at this mission with six or more fighters, four or more corvettes, a pair of repair corvettes, and a pair of salvage corvettes.

Objectives

The sooner you get your fleet moving toward the cryo trays, the better. While fleet command and fleet intelligence describe the situation, do what you can to move your fleet via the long-range sensors map.

Defend Cryo Trays

Send in your fighters first. One of the enemy ships will likely break formation to defend the others or at least to respond to your attack. Hit this one with your fighters. Do not assign them a formation, but let them scatter and hit the enemy from all sides.

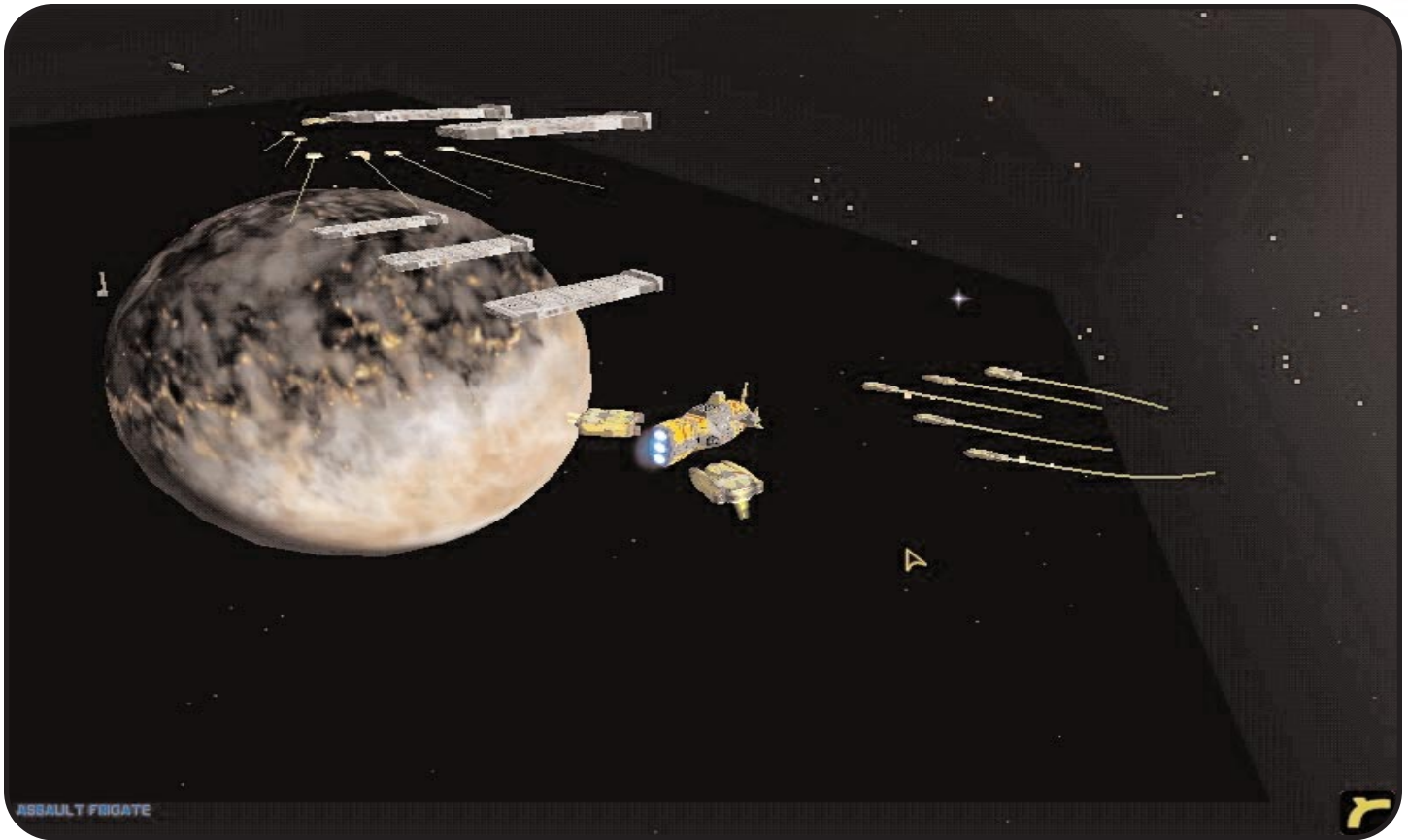
Assign your repair corvettes to repair the cryo tray that is being attacked. Follow with your salvage corvettes, which should capture the enemy ship that your fighters are attacking. Use caution when sending in your salvage team. The enemy ships target the salvage corvettes and will annihilate them in quick fashion. Having to construct two more and maneuver them over to the cryo trays takes too much time. It's best to successfully capture one of the enemy ships the first time.

Hit the other enemy ships with your corvette group. Again, do not assign a formation, but let your corvettes encircle the enemy.



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Divert attention away from your salvage corvettes with interceptors and scouts when you attempt to capture the enemy assault frigate.

Capture Enemy Ship Using Two Salvage Corvettes

Once your salvage corvettes have trapped the enemy ship, assign your fighters to the enemy your corvettes are attacking. Return the salvage corvettes to the scene as soon as possible, and capture any of the remaining enemies.

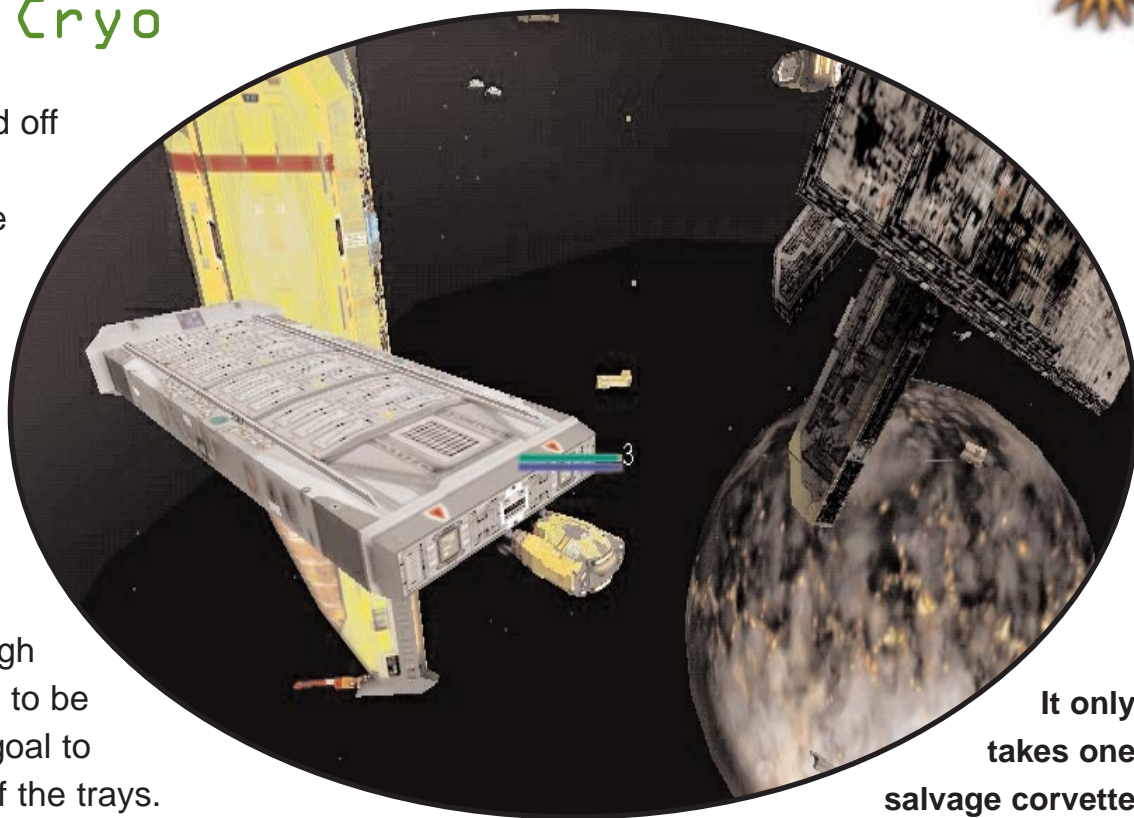
Two notes: Call off all attacks upon ships your salvage corvettes have under control. If a cryo tray explodes, reassign your repair corvettes to repair the next cryo tray that is attacked.





Salvage Cryo Trays

Once you've fended off the attack from the enemy vessels, use the two salvage corvettes to collect whatever cryo trays remain. Protecting five or six of the trays is challenging but possible, but only one must live through this mission for you to be the victor. Make a goal to save at least four of the trays.



It only takes one salvage corvette to secure a cryo tray.

While you salvage the trays, research capital ship chassis. Also, take this calm moment to organize your force, separating each ship type into its respective Ctrl grouping. Build your fleet up to at least ten fighters, eight corvettes, and four salvage corvettes. The attack on the four enemy vessels during this mission shouldn't take much of a toll on your own fleet; the enemy ships primarily target the cryo trays and salvage corvettes.

Mission 4 - Great Wastelands

Story: The first jump away from what used to be your home brings you 2500 light years closer to the Homeworld, but that much closer to danger.

Difficulty: Moderate

Overview: While you collect resources to prepare for further hyperspace jumps, the mysterious enemy not only attacks your resource operations, but also threatens the life of your





mothership itself.

Fleet: Enter this mission with at least ten fighters, eight corvettes, and four salvage corvettes.

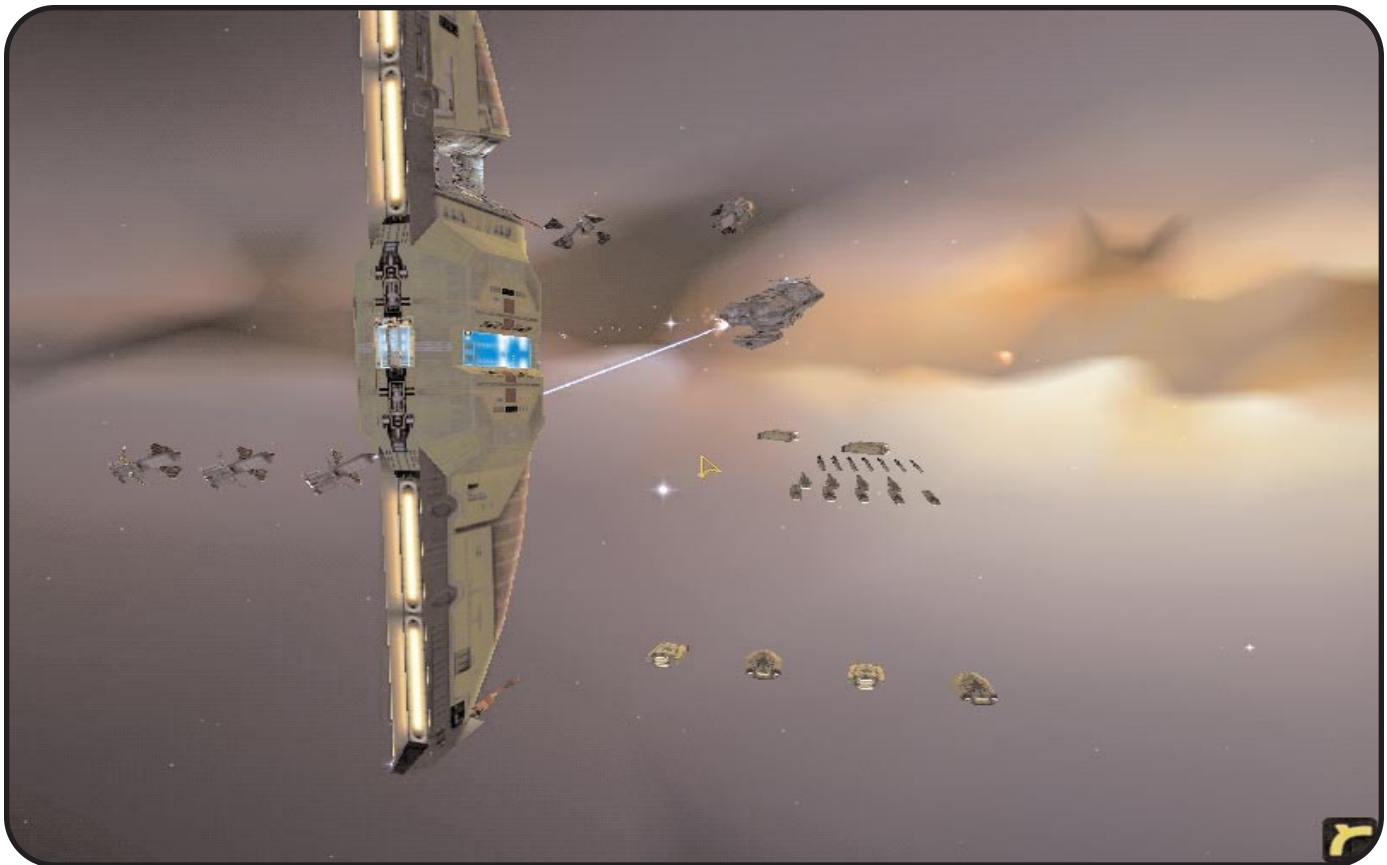
Objectives

In some missions, such as this one, it's important not to immediately follow fleet intelligence's orders. Don't rush into the objectives, or you'll find yourself under enemy attack too quickly.

The sub-missions are as follows:

Begin Collection of Resources

Before sending your resource collector to the asteroid field, accomplish the second objective: Build and deploy a resource controller. In addition, either dock your salvage corvettes inside your mothership, or fly them away from the area.



Capturing the ion cannon arrays in this mission is useful in building your fleet.





Build and Deploy Resource Controller

Send your collector and controller to the asteroid field, and put all your corvettes and fighters near the controller, set to aggressive. Begin harvesting.

Your efforts will attract the attention of an enemy fleet, made up of fighters and missile ships. As long as your defenders are set to aggressive, they should do fine without your micromanagement. You may want to bring any repair corvettes you own up to repair your defensive force.

Protect the Mothership

During this battle, the enemy will surround your mothership with ion cannon arrays. Bring your repair corvettes home to repair her. Once the ion cannon arrays have begun firing on the mothership, fly behind them with your salvage corvettes and capture them one after another.

In the defense of your mothership, you have several options: repair your mothership with more repair corvettes; eliminate one or more ion cannon arrays by building your own assault frigates or ion cannon frigates; or build even more salvage corvettes, and try to capture all the enemies at once. In any event, capturing at least two of these ion cannon arrays is very helpful, and in most cases you should be able to get three of four.



Use strike craft and corvettes against the enemy fighter escort.





The best way to nab these ion cannon arrays is to send assault frigates or corvettes to attack first, then follow with salvage corvettes. If you send in the salvage corvettes first, the ion cannon arrays will attack and destroy them, completely blowing your chances of swiping some of these useful ships.

Once you have defeated this ion-cannon-array wave, the enemy carrier (with two ion cannon arrays in support) will attempt to destroy your mothership. Harass the enemy arrays with fighters, and circle your salvage corvettes behind them to capture them both. Meanwhile, use the arrays you captured, along with anything else you have available, to drive away the carrier. Once it is sufficiently damaged, it will hyperspace-jump away.

Be sure to harvest all available resources, but don't worry about reorganizing your fleet before moving on to the next mission.

Mission 5 - Great Wastelands

Story: With a newly enhanced fleet and revenge in their hearts, the colonists decide to eradicate the genocidal fleet of mysterious enemies from the system.

Difficulty: Moderate

Overview: A hidden enemy lurks deep within the asteroid belt. Harvest everything you can before tempting the enemy into an attack.

Fleet: This mission has a quiet beginning, so it is not important to arrive with any particular ships (apart from four or more stolen ion cannon arrays from the last mission). Before engaging the enemy, however, have in your fleet at least 20 fighters, 15 attack bombers, three ion cannon frigates, and four salvage corvettes.

Objectives

Much like the previous mission, don't jump into the objectives too quickly. Don't investigate the red blips inside the asteroid belt. Instead, take time to organize your fleet and harvest the resources nearest your mothership.

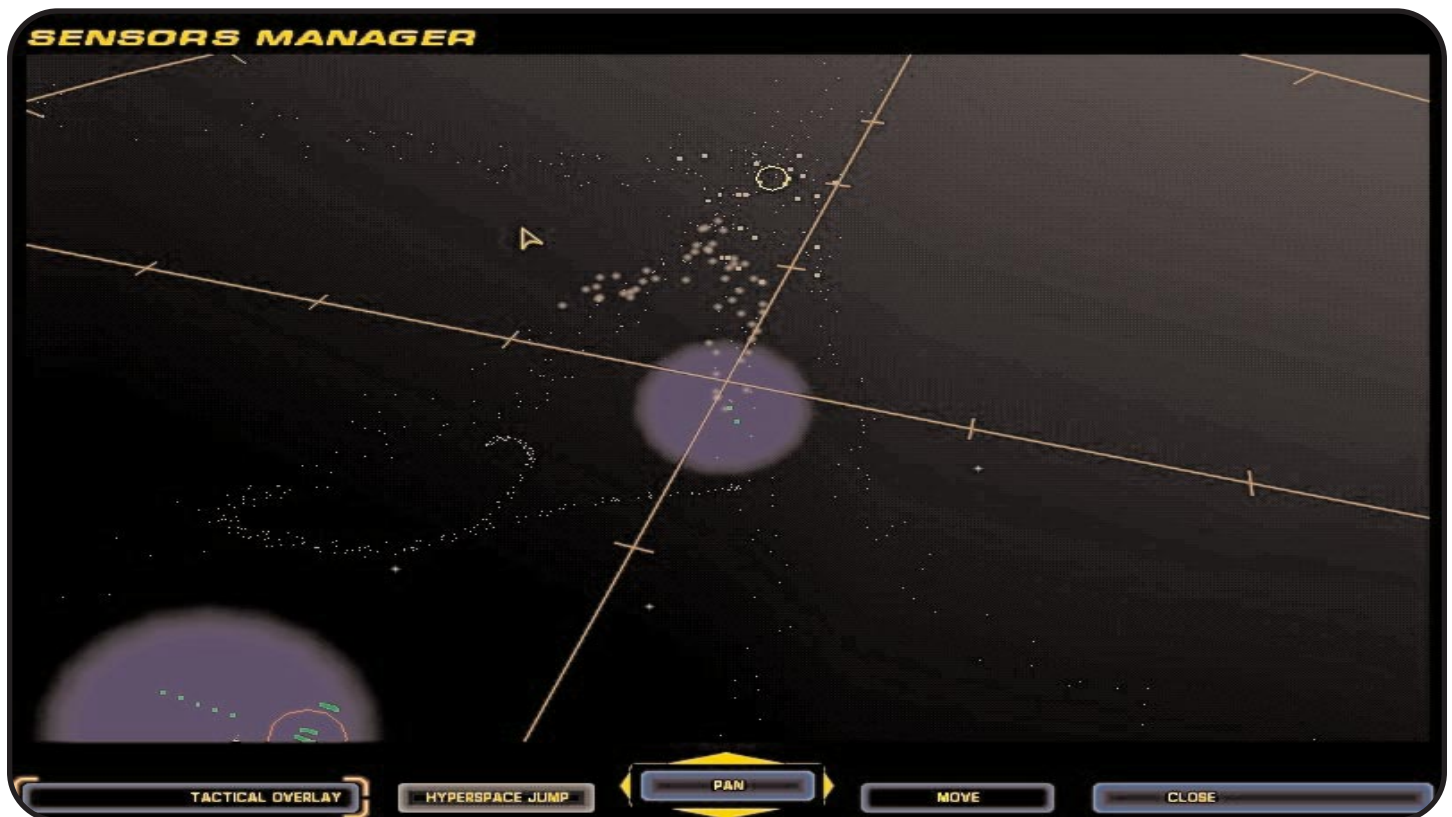




The sub-missions for this mission are:

Investigate the Asteroid Belt

Don't do this, at least not too deeply. Instead, send your resource collector to harvest the two long arms of the nebula gas (see long-range sensor map), with a resource controller guarding it. While they do their jobs, organize your forces and research plasma-bomb technology (which becomes available after a bit). When your resource collector gets about half of one nebula arm harvested, recall the collector, and start harvesting at the tip of the other nebula arm. Save your game during the collection in case you trigger the enemy forces. If you do, just reload the game and begin resource collection on the other arm.



Don't harvest too far down the V-shaped split of resources.

As you near the end, the enemy spots your collector and attacks.

Build 15 attack bombers and guard them with all your fighters. Set up your capital-ship group (including corvettes, assault frigates, and the ion cannon arrays from the previous mission) away from the spot where the nebula cloud where the arms split. Once your harvesting operations get within shouting distance of the enemy position, the enemy will attack you.

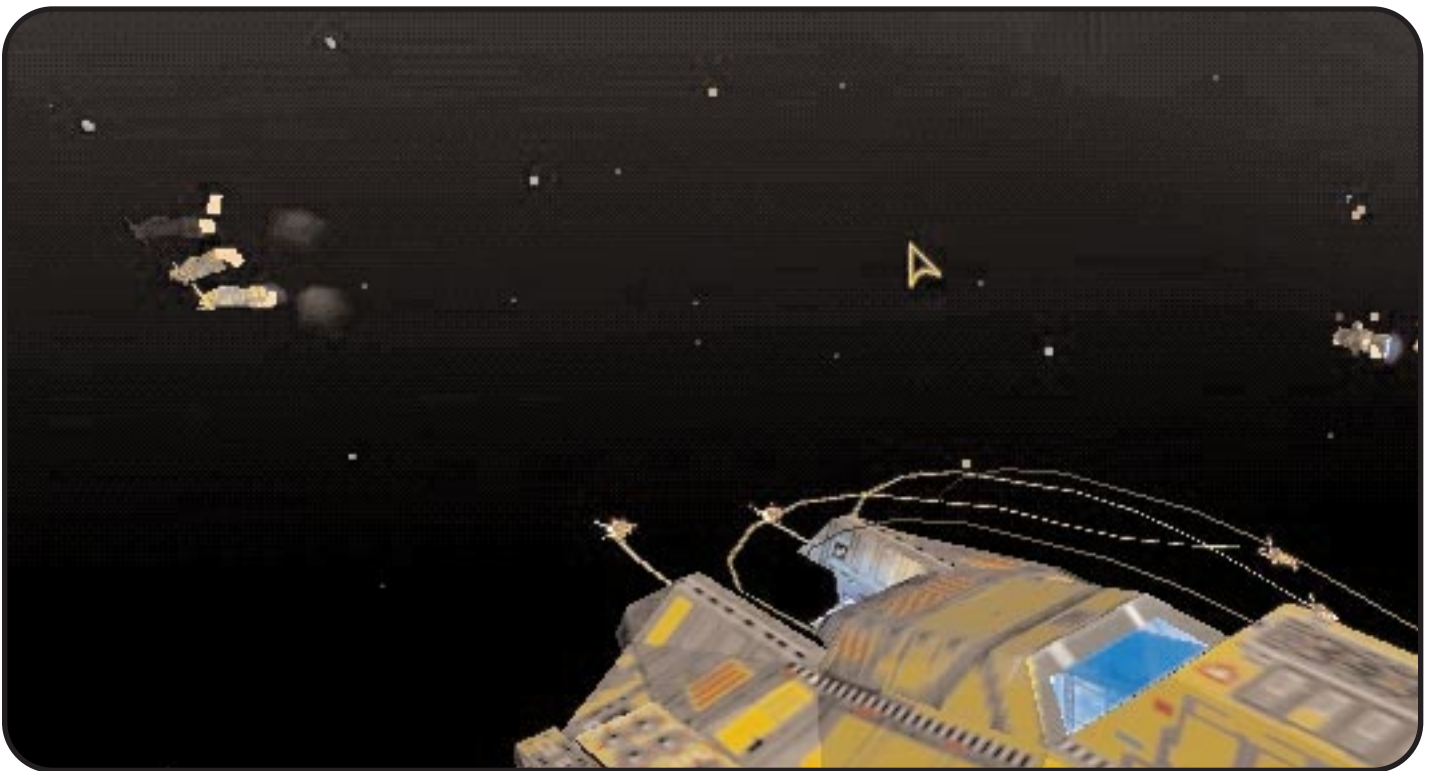




Eradicate All Enemy Ships

Recall your resource units to behind your front lines. Send your fighters against the front line of enemy fighters. Don't keep your capital ships in formation, but instead spread them so they attack the enemy's big ships from the front, top, bottom, and even from behind. Moving your capital ships will not cause them to stop firing, so move them at will (vertically, in particular). If possible, when you see the opportunity, bring your salvage corvettes in behind (that's behind!) the enemy's assault frigates, and capture them. When the enemy sends defenders against you, target them with your corvettes.

During the battle, fleet intelligence will announce that there are two enemy resource collectors in the area (they will be marked on the long-range sensor map by a pulsating yellow blip). Locate the enemy resource collectors, and target them with your bombers. Do not recall the bombers until the enemy's collectors are dead. If the enemy collects resources, the enemy will create more waves of fighters. If the enemy's resource collectors are fairly far away from the rest of their fleet, consider sending your salvage corvettes to capture them (instead of destroying them with your bombers).



The enemy fleet in this mission is powerful. Target the carrier with your capital-ship group, and eliminate it before it can generate additional fighters.



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In the end, the enemy will attack you with its two destroyers and its carrier. You cannot capture them, so destroy them (with your capital ships and fighters). You should try to capture the enemy's support frigate with two salvage corvettes, if you can.

Once the enemy is eradicated, resume harvesting until all resources are depleted. Meanwhile, organize your fleet in preparation for the next mission: Create a total of ten attack bombers, eight light/heavy corvettes, and eight capital ships (ion cannon frigates, ion cannon arrays, assault frigates); group the capital ships into two groups; and dock all your small ships inside your mothership, and lock them in there.

Mission 6 - Diamond Shoals

Story: In attempting to avoid large enemy bases, the mothership must jump into a volatile asteroid field and defend itself until its hyperspace-jump capabilities recharge.

Difficulty: Easy

Overview: This mission involves no enemies, apart from massive flying rocks.

Fleet: At least eight capital ships, ten attack bombers, and eight corvettes will do the trick, with no casualties. A support frigate or a few repair corvettes are a nice addition.

Objectives

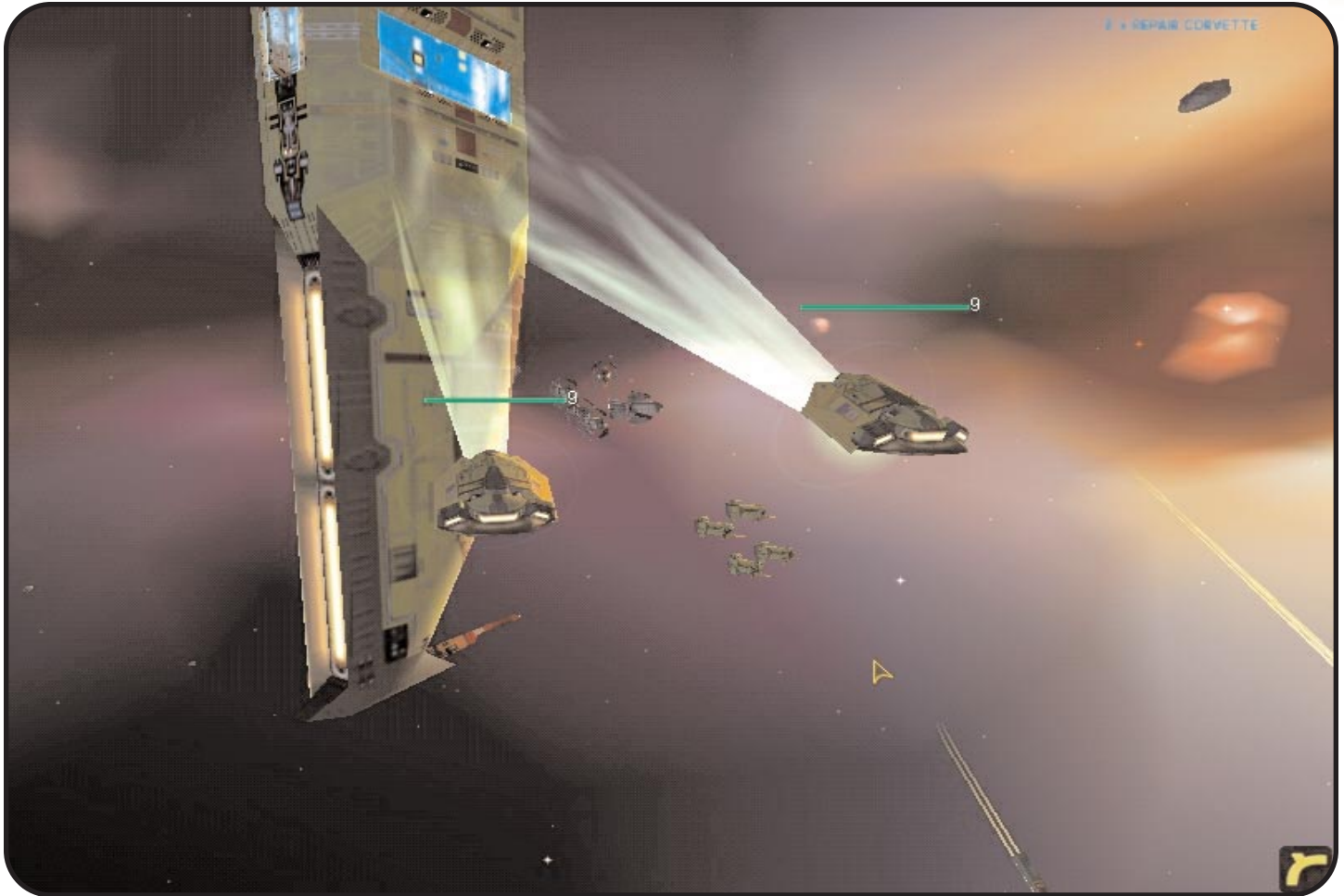
Though this mission begins immediately, you will have a few moments to organize yourself before the asteroids reach the mothership. Take that time to assign presets to two capital-ship groups (if you haven't already) as well as to any attack bombers, corvettes, and repair corvettes you've constructed.

This mission's sub-missions are:

Protect the Mothership

Split your capital ships into two groups, to the left and right of the mothership. Send your bombers and corvettes out of the path of the asteroids, so you can bring them in from the side. Put your corvettes in sphere formation. Protect your mothership with repair units (remember not to use G for guard, but Z for special function). Keep all other small ships inside the mothership.





Assign several repair corvettes to continually repair your mothership as you pass through the asteroid field.

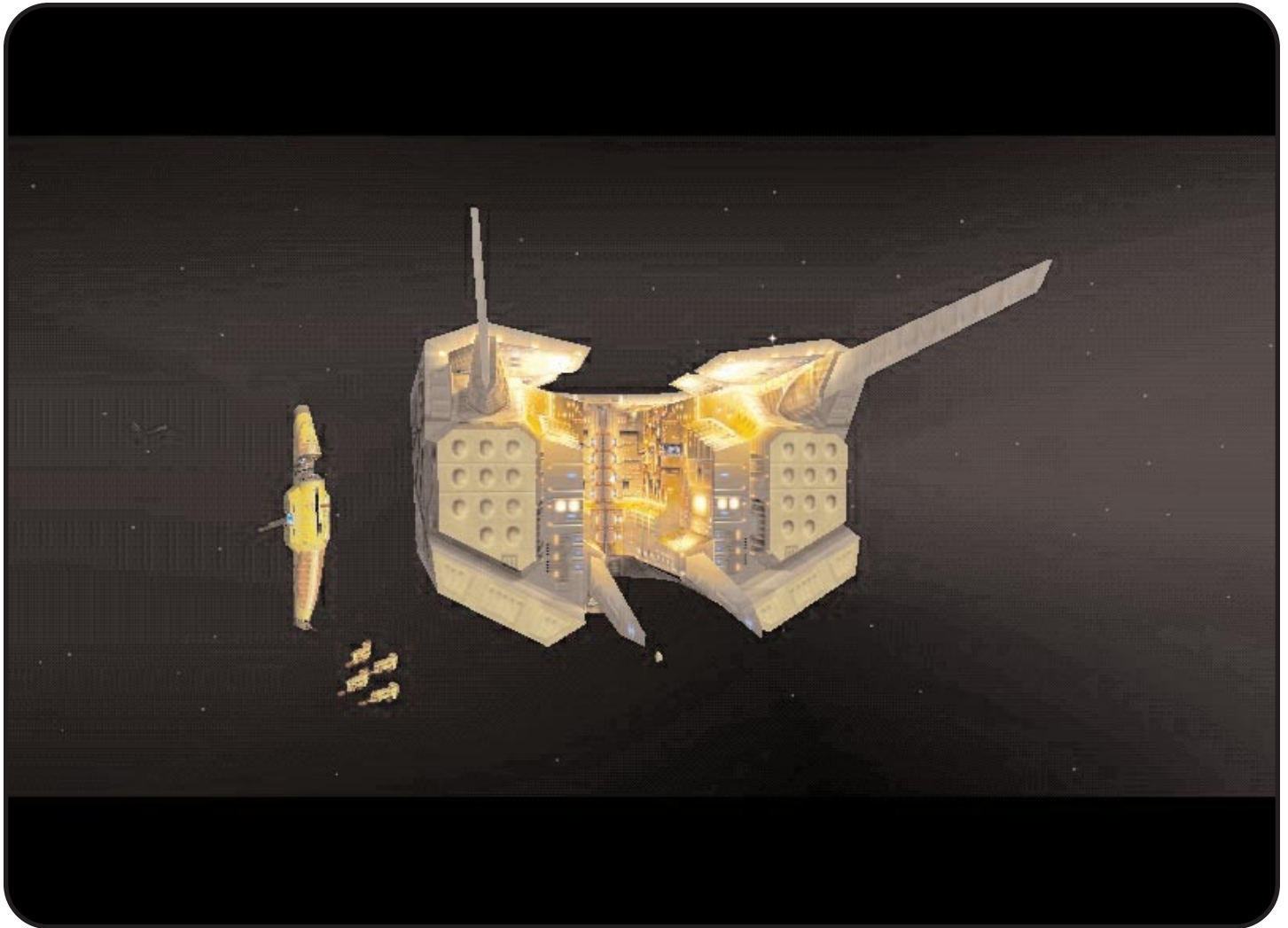
Position your camera so it is within the flow of asteroids, facing your mothership head-on (or directly behind her). This position will help you locate the asteroids that are headed straight at her. Soften up incoming asteroids with your corvettes and bombers, and have all capital ships target one asteroid at a time. Bear in mind that targeting asteroids outside the range of your capital ships will tend to pull your ships into the path of the oncoming asteroids.

If a few asteroids slip past, count on your mothership's hull strength (and the repair units) to keep her alive. Repairing costs nothing, and a mothership with even 1 percent health at the end of a mission is good enough.





During the mission, you may have some success harvesting some of the pieces that are floating away. Periodically check on your resource collector and set it to harvest. Occasionally there will be nothing to harvest, but sometimes the collector will find small rocks to grab. The next mission starts calmly, so there is no need to organize your fleet here.



**The Bentusi are a rare ally during the single-player campaign.
Purchase their technology offering.**

A Bentusi trade ship arrives as this mission ends and offers to sell you drone technology. Accept the deal.





Mission 7 - The Gardens of Kadesh

Story: Unfortunately, the evasive hyperjumps carry the fleet into very hostile territory indeed. Yet another mysterious enemy takes offense at your intrusion.

Difficulty: Moderate

Overview: An enemy resembling a hive of bees harasses you to no end while your mother-ship crew struggles to regain hyperspace-jump capabilities. Surviving the attack for more than ten minutes is "all" you must do.

Fleet: A peaceful beginning lets you assemble the ships you'll need to keep the enemy at bay: five or more frigates and/or destroyers, four or more repair ships, and 30 or so fighters/corvettes.

Objectives

As soon as you harvest a single dust cloud with your resource collector, the mission's events are triggered. Don't rush into harvesting if your fleet is unorganized and unprepared. Take time to assign presets and build new ships before you order your resource collector to harvest the nebula.

The mission's sub-missions are as follows:

Harvest Nebula

Don't start to harvest until your fleet is ready for battle. Guard your resource collector with your resource controller, then guard each of them with a repair corvette. Guard all four of these units with any corvettes you have, plus half of your fighters. Now put your capital ships into formation, protect them with repair units, and guard the repair units with the rest of your fighters.

Start harvesting, and soon the enemy will appear and speak with your ambassador. Poor negotiations will prompt the enemy mothership to unleash a few waves of swarms and fuel pods to attack you. The fuel pods supply the swarms with fuel; the swarms don't have a great capacity to stay in battle without refueling. Knocking out fuel pods, then, is your highest priority. The swarms will have nowhere to return for refueling and will float harmlessly in space.





The nebula's effects complicate this mission by rendering the long-range sensor map virtually useless.

Protect Resources

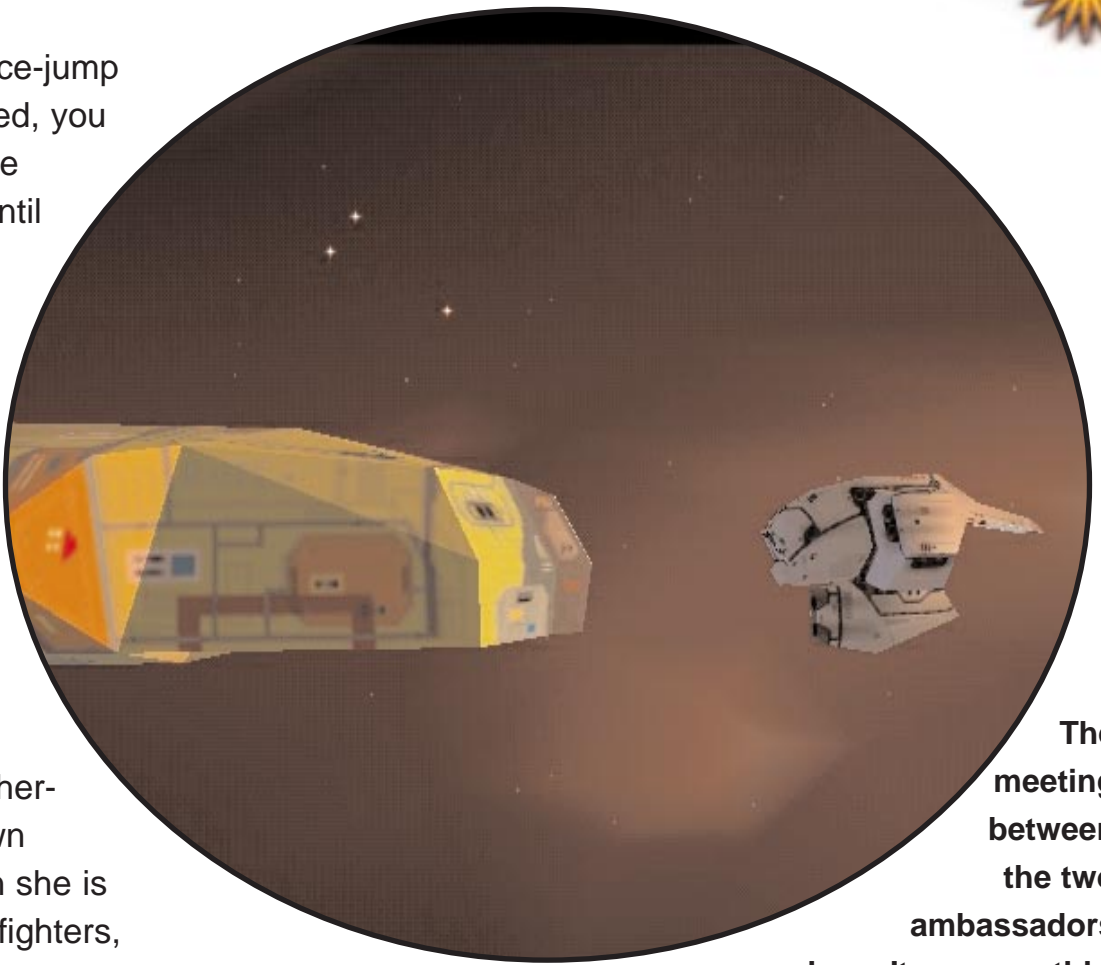
The enemy mothership will continue to produce fuel pods and swarmers indefinitely; nonetheless, killing the fuel pods is the key to stanching the enemy attacks. Don't spend your time targeting swarmers with any of your ships. Rather, pause the game often to send your capital-ship group after fuel pods and to check up on the health of your resource-collecting group. The swarmers make a concentrated effort to attack any collectors you have sitting around. Try to protect them, even using some fighters or corvettes on guard.

The enemy mothership will attempt to ram your capital ships whenever it can, so keep your distance. No need to fire on the enemy mothership at all at this point, but lurk near her and kill any fuel pods she manufactures.





Once your hyperspace-jump engines are recharged, you will need to attack the enemy mothership until it jumps. If you attempt a hyperspace jump before this happens, your ships will line up for the jump but will abort the jump due to the presence of the enemy mothership.



The meeting between the two ambassadors doesn't go smoothly.

She, the enemy mothership, inhibits your own jump capability when she is near your fleet. Use fighters, bombers, and corvettes to attack the mothership from behind or from the side. Once the enemy mothership has jumped, your own fleet can escape. Do so immediately. Finally, there will be little time to regroup, because the next mission's action begins almost immediately. You'll need to save as much of your fleet as possible for the next mission, even if it means losing your resource collectors and research ship.

If you need resources, you can attempt to continually drive off the enemy mothership as you harvest the map. If you concentrate your forces on any fuel pods or the mothership, you should be able to collect resources without sustaining casualties. Repair any damage to your capital ships and stay away from the enemy mothership's large front hood that attempts to ram your vessels.





Mission 8 - The Cathedral of Kadesh

Story: The jump out of the nebula proves unsuccessful when the enemy fleet positions three hyperspace inhibitors, otherwise known as three more motherships, in a triangular formation around your own mothership.

Difficulty: Hard

Overview: The enemy from the previous mission has returned. You'll face more swarmers, fuel pods, and a new enemy ship, the multibeam frigate. You'll also need to destroy all three enemy motherships to escape the nebula.

Fleet: You must preserve most of your fleet from the previous mission. You'll have some time to construct new vessels, but you won't be able to replenish your entire fleet. Make an effort to have 10-20 fighters, ten bombers, six to eight corvettes, and six capital ships carry over from the previous battle. As the mission begins, try to beef up your arsenal with more fighters and additional capital ships (one or two destroyers).

Objectives

Unlike the previous mission, the protectors of the garden aren't going to wait until you've harvested part of the nebula to attack. They're coming immediately. Prepare your presets as quickly as possible and get ready for the initial attack to come from the front of your mothership.

The mission's sub-missions are as follows:

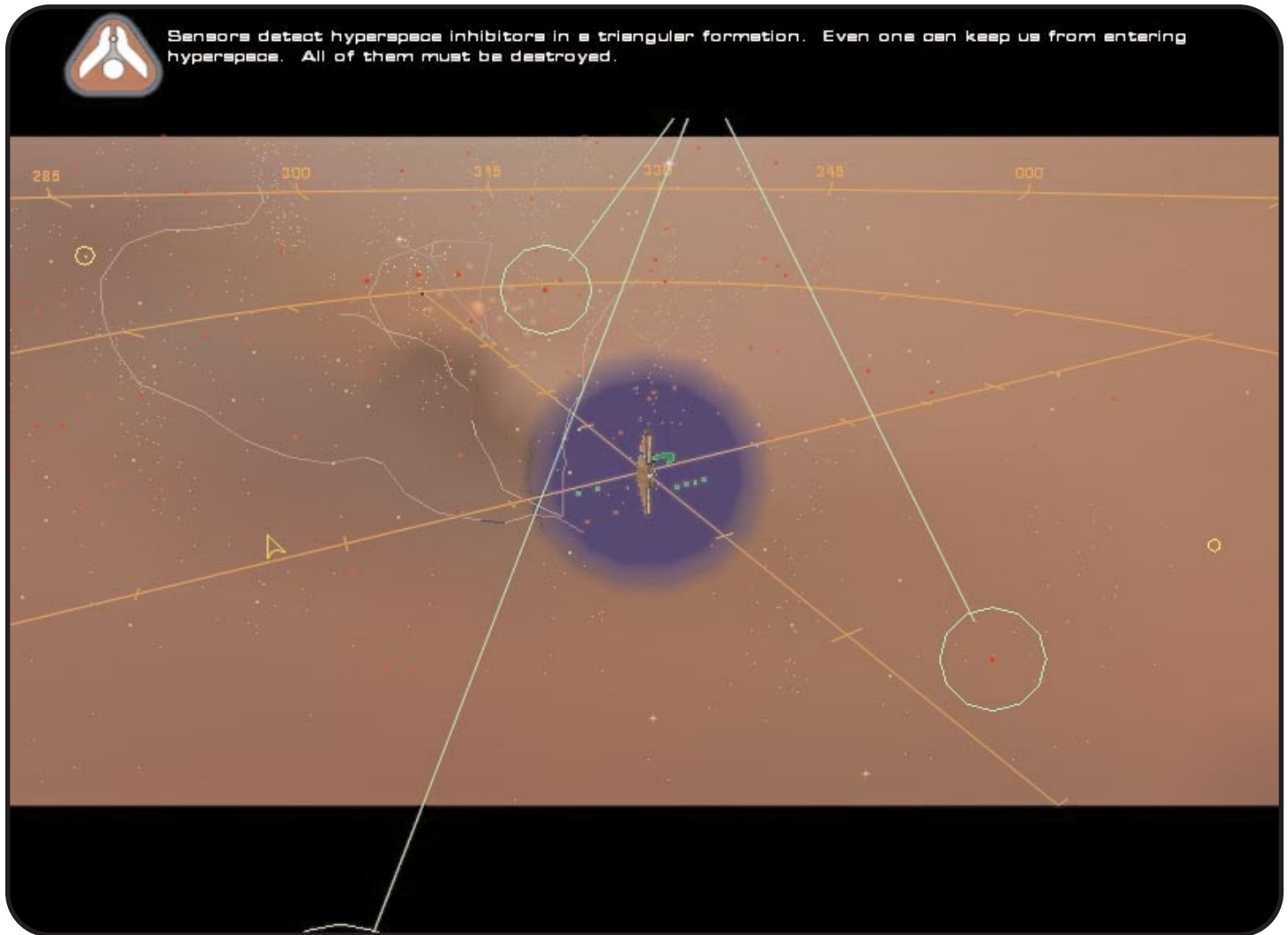
Destroy Hyperspace Inhibitors

Your goal here is simple and direct but very hard to execute without taking huge losses. This is certainly the toughest mission so far in Homeworld, and you'll need to combine all the tactics you've learned so far to successfully fend off the attacks and destroy the enemy motherships.





You'll have a few moments to gather yourself once the mission begins. Launch all fighters, corvettes, and repair corvettes from your mothership. Position your resource group and research ship close to the mothership, and consider protecting them with a few offensive vessels, primarily fighters or corvettes.



The protectors of the garden have positioned three motherships around your own to prevent a hyperspace jump.

As mentioned in the fleet section, you'll likely need to build your fleet up from the previous mission. Begin immediately cranking out additional interceptors (for about 20-plus fighters) and a few more capital ships, including destroyers. Use a few repair corvettes for your destroyer and assault-frigate groups.





After the enemy swarmer threatens your fleet again, you'll be under attack. A group of swarmers and fuel pods advance from the direction the mothership is facing. Like in the previous mission, concentrate fire on the fuel pods. The swarmers will head for capital ships and noncombat vessels. Target them with fighters to slow their destruction of your ships.

After you've taken down the fuel pods, another group advances from below the mothership. Wait for the fuel pods to come into view, then concentrate all your firepower. If any swarmers surround capital or noncombat vessels, target them with your fighters. By now you should have watched the fleet intelligence report notifying you that there are three inhibitors in a triangular position around your mothership. Each must be destroyed for you to hyperspace out of the area.

Begin your advance to the inhibitor, or enemy mothership, above your position, at the "tip" of the triangle. Eliminate any fuel pods released by the enemy mothership, then attack the mothership itself with all your firepower. You'll likely spot another enemy frigate around this time - the multibeam frigate. They look like harmless repair corvettes, but don't let their looks deceive you. Target them with about half your ships, and keep them off your capital ships. If possible, use salvage corvettes to snag the powerful multibeam frigates. They don't offer much resistance against the theft, and they're extremely useful in your own fleet.

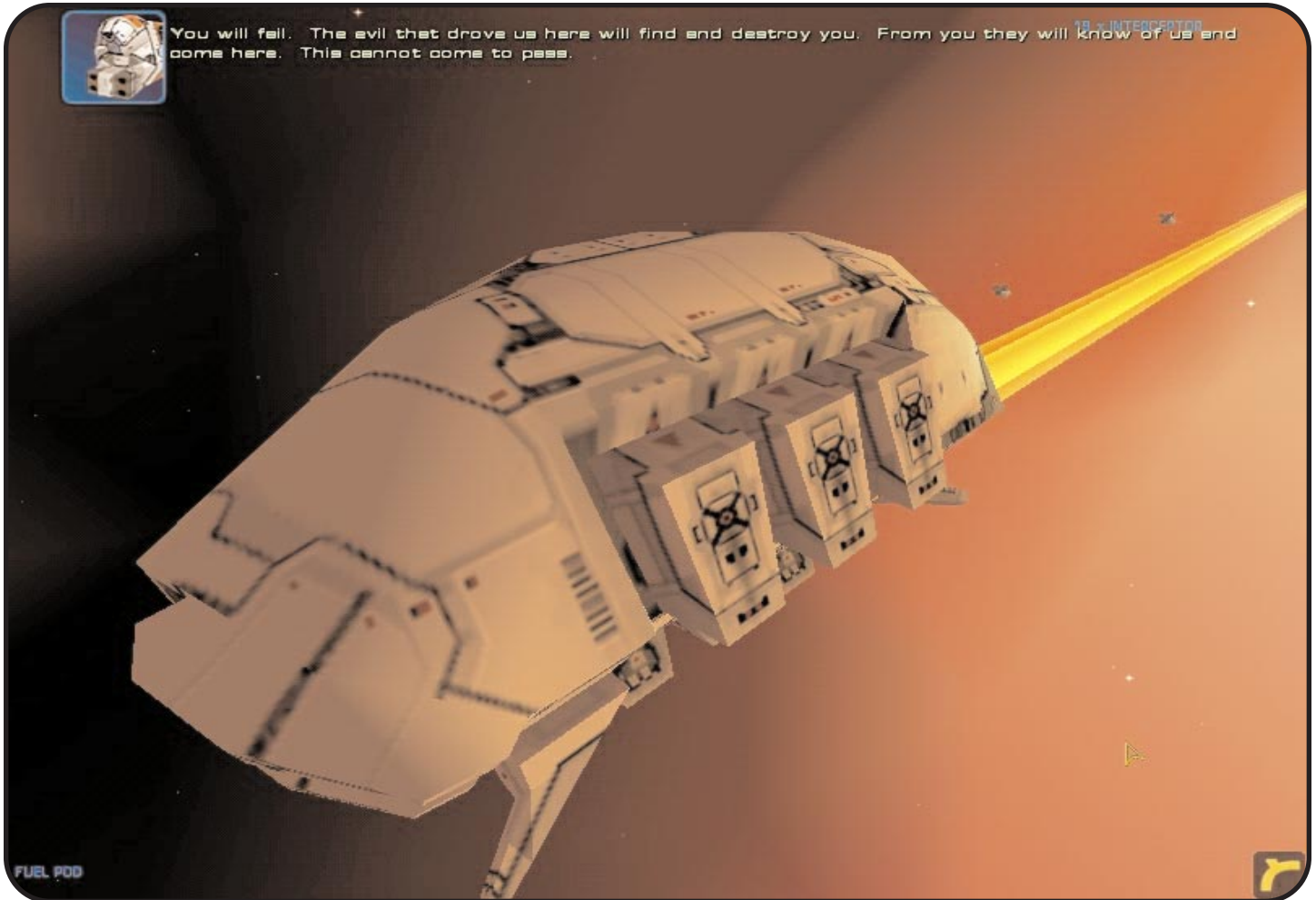
Destroying the enemy mothership takes some micromanagement. It will attempt to ram your capital ships with its large front hood. Don't position your destroyers, assault frigates, or ion cannon frigates directly in front of the enemy mothership. Position one set of capital ships on the left side and the other on the right. If you see the enemy mothership swinging in one direction, select those ships and move them back and away from the enemy mothership. Continue pounding and eliminating any fuel pods released by the mothership (use your fighters, attack bombers, and corvettes).

After you've destroyed the first mothership, return to your own and clean up any fuel pods, swarmers, or multibeam frigates lurking around. Once you've cleared the area, look at the long-range sensor map and send your entire force against a second enemy mothership (either one). Guard your slowest capital ships with your remaining fighters so they don't get eaten alive by swarmers.





Dispatch the second enemy mothership similarly to how you dispatched the first. Be careful when getting too close to the front of the craft, and position your capital ships on either side of its front hood. Knock out any fuel pods exiting the mothership, and deal with any multibeam frigates you spot.



Don't target the swarmers - target the fuel pods! Without the fuel pods, the swarmers run out of fuel and quickly become a nonthreat.

Once you've destroyed the second enemy mothership, fleet intelligence informs you that the third is retreating to a distant position. Sensors are also reading an unusual signal - a potentially friendly signal - coming from that area. Return to your own mothership, and take time to repair and refuel your fighters and corvettes. Select your resource collector, and begin harvesting the rich nebula.





Make sure you take along some salvage corvettes - at least four, but take along eight if you can afford it. About three-quarters of the way to the position, you'll engage some swarms and four multibeam frigates. Take the swarms with your fleet, and use the salvage corvettes against the multibeam frigates. It takes two salvage corvettes to capture one multibeam frigate.

Continue advancing to the distant position, and watch the cutscene explaining the connection between your race and this enemy race. Engage the final enemy mothership, and use the same techniques you employed against the first two. Once you've destroyed all three of these motherships, you are able to hyperspace to the next mission.

Take the time to harvest the entire nebula. There are tons of resources scattered around, and it will take quite awhile to collect them all. Don't hyperspace until your resource collector is finished. Don't worry about replenishing your fleet, unless you were completely decimated. The next mission begins calmly.

Mission 9 - Sea of Lost Souls

Story: A hyperspace jump toward the Homeworld finds the mothership near a ship that appears ghostly but has powerful effects on its environment.

Difficulty: Easy

Overview: The capital ships in the grip of the ghost vessel will all be yours when you swarm them with scouts and salvage corvettes.

Fleet: To beat this mission and walk away with all the goods, you will need about 20 salvage corvettes and 40 fighters. The ghost ship itself is best attacked with corvettes and bombers.

Objectives

Though fleet intelligence sounds a little spooked, there's no need to rush to investigate the anomaly that appears on your long-range sensor map. Take your time and catch your breath after the intense mission you just completed. Organize your fleet, assign your presets, and then prepare to send a probe to the anomaly.





The mission's sub-missions are as follows:

Investigate Anomaly

Send a probe to investigate the ghost ship after you begin to harvest. You may need to send additional probes if the first one dies too quickly.



If you send a probe to the anomaly, you'll notice a large ship surrounded by several hostile capital ships.

Destroy Alien Vessel

If your capital ships get too close to the ghost ship, you will lose control of them. Rather than build an immense fleet of fighters and corvettes, and hope to destroy the ghost ship's guards, build 20 salvage corvettes and 40 fighters. Set the fighters to evasive, and instruct them to target the entire group of enemy ships (but not the ghost ship).





Follow them immediately with a well-organized salvage assault. Using presets, target every vessel in the area with at least three salvage corvettes. Send five or six after the missile frigate alone, as it can shoot missiles at salvage corvettes that are already hanging onto it.



Don't send capital ships against the ghost ship, or you'll lose them! Use fighters and salvage corvettes to capture the hostile missile destroyer and multibeam frigates.

Salvage the Unknown Vessel

Once you've stolen all the ghost ship's guards, attack the ghost ship with corvettes and bombers. Fleet intelligence will let you know when it's safe to salvage the ghost ship.

The Bentusi will be tickled pink that you have disabled the ghost ship and will offer you a good trade. Accept their offer. Research gravity-well technology before you hyperspace-jump to the next mission. The next mission starts out calmly; you'll have plenty of time to





structure your fleet. The stolen missile destroyer (you can't build missile destroyers yet) makes the next mission much easier, so definitely concentrate on stealing the vessel.

Mission 10 - Super Nova Station

Story: The fleet decides to take a short detour on its way to Homeworld. Sensors detect a Taiidan research station. Plans are to engage its defenses and take down the station, crippling Taiidan technology.

Difficulty: Moderate

Overview: An epic mission, Super Nova Station requires careful and precise ship movement, patient resource gathering, and some crafty salvage skills.

Fleet: You have plenty of time to construct and organize your fleet before the attack. You'll need eight to ten capital ships (destroyers, multibeam frigates, assault frigates, ion cannon frigates, ion cannon arrays, missile destroyers, etc), eight to ten corvettes, and 10-20 scouts and interceptors. Further, you should have some salvage corvettes left from the previous mission. Make sure you have at least 15.

Objectives

This is one of the longest missions you'll face, so there's no reason to rush into it. Organize your fleet and spend some of your resource units to build your fleet up to the recommendations.

The mission's sub-missions are as follows:

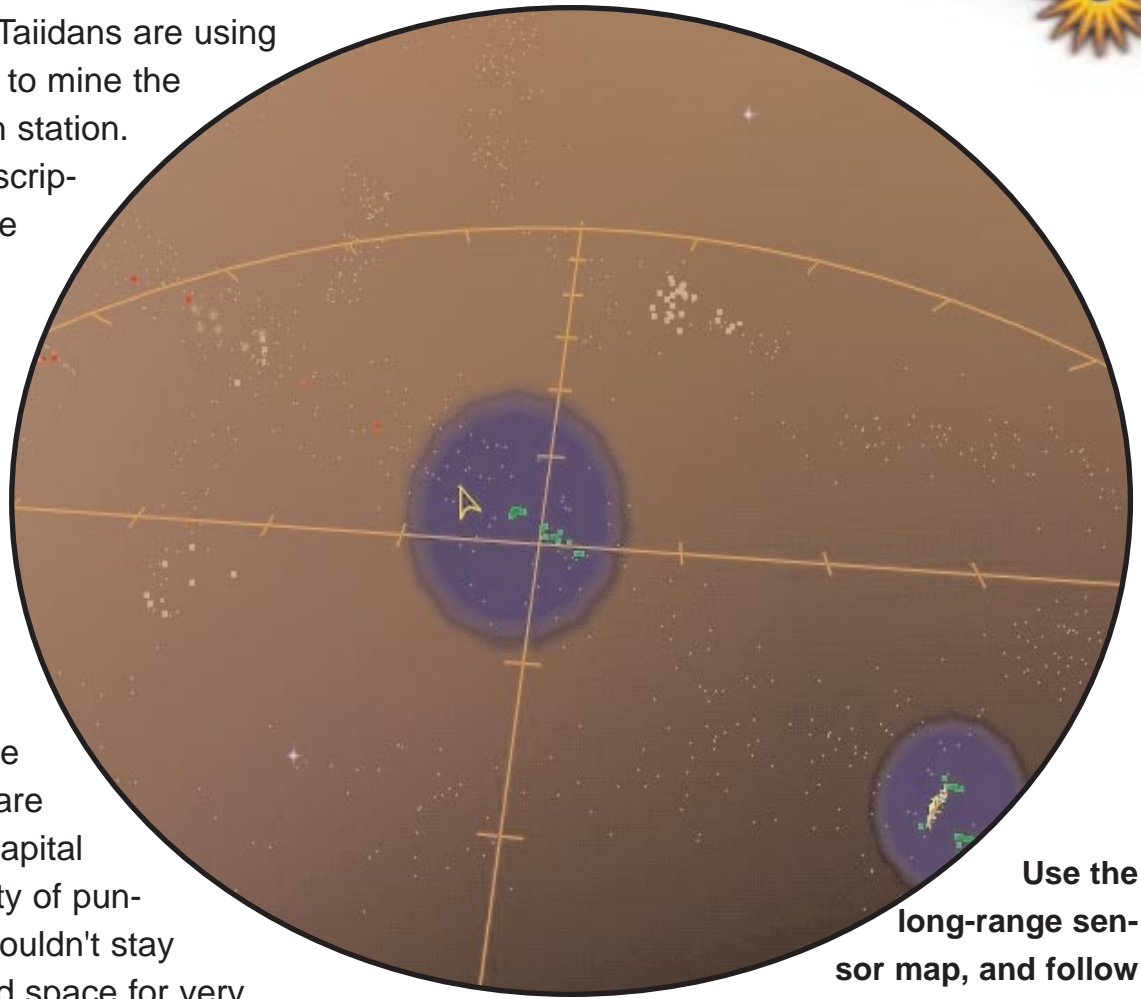
Destroy the Research Station

Fleet intelligence displays the location of the Taiidan research station on the long-range sensor map. As you deploy and organize your fleet, fleet intelligence lists two more important mission details.





The first is that the Taiidans are using minelayer corvettes to mine the path to the research station. The second is a description of that path. The supernova in the vicinity heavily radiates the map's space. If you don't stick within the dust-cloud "paths," your ships will continue to take damage until they're eventually destroyed. Strike craft and corvettes are affected the most; capital ships can take plenty of punishment, but you shouldn't stay out in open, radiated space for very long.



Use the long-range sensor map, and follow the path of dust clouds to stay out of radiated space.

Another problem on this map involves resource collecting. There are two large patches near your mothership (one to the "north" and one to the "southeast"), but if you don't follow the dust-cloud paths, you'll take damage. Construct three repair corvettes, and assign them with your resource collector and controller group. Move the entire group to the resource patch to the southeast of the mothership position. Your resource ships and repair corvettes will take damage as you move to the resource spot. The collector and controller can make it intact, so just keep them moving. The repair corvettes, though, need to stop and repair each other about halfway. Have each repair corvette repair another. Once you're healthy, resume your course to the resource patch and repair the collector and controller. You'll need to repeat this process each time you move this group through radiated space and to further resource spots.





Take your capital-ship group and move it down the dust-cloud path that leads to the research station. You'll notice four red dots ahead of you, as well as a resource patch. The first red dot is a squad of Taiidan strike craft and corvettes. Annihilate them with your capital-ship group. Repair any damage with support frigates.

Grab about ten interceptors and assign them to a single group. Move them past your capital-ship group, to the next red dot. This is the first minelayer corvette. Set tactics to evasive and attack the corvette. You may notice some of the small mines tracking your interceptors, but if you keep your interceptors on evasive, they should dodge most of the mines. Once the minelayer corvette is destroyed, move your interceptors immediately to the next red dot, another minelayer.

Destroy it as well, using the same tactics, and move to the third, past the resource patch along this path. As you're destroying this third and final minelayer corvette, you may notice two enemy destroyers and one heavy cruiser investigating the situation. Concentrate fire-power on the minelayer corvette, and don't worry if the interceptors are destroyed.

Your next problem is dealing with the mines. The easiest way is to position a destroyer as lead ship in your capital-ship group. Assign at least one support frigate to follow and repair the destroyer if it takes any damage. Move the destroyer along the path, past the spots where you blew apart the minelayer corvettes. You'll notice the mines tracking the destroyer and impacting the hull. Move slowly so you can repair after a few hits.

Move through the resource patch, and make sure you clear the minefields. You can see the mines from a short distance; they appear as small reddish dots. Just move the destroyer into the path. Don't get too close to the enemy destroyers and heavy cruiser, however.

Build some salvage corvettes so you have at least 15, and move them along the dust-cloud path. Reunite your capital-ship group, and any strike craft and corvettes, with the lead destroyer, and hold position in the resource patch. Form three different groups with the 15 salvage corvettes - two groups should contain four salvage corvettes and the third should contain seven. Place them behind your capital-ship fleet.





Move your fleet slowly toward the destroyers and heavy cruisers. Go in first with strike craft and corvettes. Once you see that the Taiidan capital ships are targeting them, move in your salvage groups and use four on each destroyer and seven on the heavy cruiser. Though the destroyer only requires three and the heavy cruiser five, it's best to include more in case any salvage corvettes are destroyed during the process.

The salvage corvettes will automatically take each captured ship back along the dust-cloud path, to the mothership. Once you've captured the ships, return each captured enemy ship to your capital-ship fleet and prepare for the final stages of the mission.

Continue along the dust-cloud path. Switch on the long-range sensor monitor, and make note of how the dust-cloud path wraps around behind the research station. Follow this path and choose your movements carefully. Keep all vessels inside the dust clouds. Use support frigates to repair and refuel the strike craft and corvettes, as well as the capital ships.



Assault the research station from behind to avoid the huge wall of enemy defenders.





As you move, two groups of Taiidan assault frigates will emerge from two different areas of the map (you may have noticed the red dots before). Simply use your capital-ship group on the assault frigates, and they'll fall with little trouble.

Resume your path through the dust clouds and behind the research station. Awaiting your arrival are four ion cannon frigates, 40 defenders in a wall formation, and a carrier that releases strike craft and corvettes. Make sure your fleet is moving together, and don't let the faster ships get too far ahead.

Destroy All Defense Forces

Target everything, except the research station. In the early stages of the fight, fleet intelligence interrupts with a brief cutscene. The carrier is attempting to hyperspace out of the area. When play resumes, target your entire force on the carrier. Once it's destroyed, resume your attack on the enemy craft and ignore the research station until you've annihilated all defending ships.

With the research station destroyed, you can take time to collect the remaining resources. Just be careful when moving through radiated space. Don't bother moving your assault fleet all the way back to your mothership. When you're ready to hyperspace, the assault fleet will automatically return safe and sound. The next mission begins immediately, so prepare yourself with Ctrl groups, eight to ten capital ships, and some squads of strike craft and corvettes.

Mission 11 - Tenhauser Gate

Story: After the destruction of the Taiidan research station and the escape from the supernova, the fleet comes out of hyperspace upon hearing a communication from the Bentusi. A small Taiidan fleet has engaged the Bentusi mothership, and you offer assistance.

Difficulty: Easy

Overview: This is one of the easiest missions thus far. You simply save the Bentusi mothership from attack. Once you squelch the Taiidan attack, the Bentusi share information about your history and your Homeworld.





Fleet: This mission begins quickly, so you should construct and organize your fleet at the end of the previous mission. You'll need eight to ten capital ships and a squadron of interceptors and attack bombers to attack the Taiidan fleet. You should also assemble a group of about eight salvage corvettes in an attempt to capture the Taiidan heavy cruiser.

Objectives

The Bentusi mothership is durable, but you can't hesitate too much if you want to save your allies. Press the E key to select your entire fleet, and move the fleet to the Bentusi position. As your ships move, organize them into presets and formations.

This mission's sub-missions are as follows:

Destroy the Taiidan Fleet

Seconds after you enter the area, you'll witness a cutscene of the Bentusi mothership under attack from several Taiidan capital ships, including a heavy cruiser, three destroyers, and several ion cannon frigates. If you haven't already, organize your fleet in strike craft, corvette, and capital-ship groups. Also, assemble a group of at least eight salvage corvettes, and assign them their own group number. Consider constructing a support frigate, and assign it to heal your capital-ship group.

Once you're ready, begin moving each set of craft (strike, corvette, capital ship) toward the Bentusi mothership and the surrounding Taiidan attackers. Move the salvage corvettes toward the Bentusi mothership, but not too close to the enemy capital ships. If you bring in the salvage group too soon, the Taiidan capital ships target and destroy the vessels. Your main salvage target should be the heavy cruiser. Wait until it's the only capital ship left so you won't face additional opposition that might destroy your salvage corvettes.

Order the fighter and corvette groups to target a destroyer, and set their tactics to evasive so they dodge enemy fire better. Use your capital-ship group, and attack all the Taiidan ion cannon frigates. You should make short work of them. Move on to the destroyers. Continue attacking any remaining Taiidan ships until the heavy cruiser is the only one left.





Send your entire fleet to rescue the Bentusi trade ship. Don't forget the salvage corvettes!

It's time to bring in your salvage group. Direct your salvage corvettes to target the heavy cruiser. Move your interceptors around the heavy cruiser in an attempt to divert its fire away from the salvage corvettes. The heavy cruiser will target the salvage corvettes, so try to come in from behind. Make sure your capital-ship and corvette groups aren't attacking the heavy cruiser. It only takes five salvage corvettes to snag the heavy cruiser, but you should bring eight in case you lose some along the way.





Your salvage target should be the enemy heavy cruiser.

Be sure to divert its attention away from your salvage corvettes by using strike craft.

After the heavy cruiser is captured and the rest of the Taiidan fleet destroyed, the Bentusi mothership thanks you for your assistance and reveals information about your history and your Homeworld. Watch the extended cutscene. You'll be given the order to hyperspace, but spend time collecting the small amount of resources in the area and prepare your fleet for the next mission.





Make sure you have 10-12 capital ships, eight to ten corvettes, and several squads of interceptors and attack bombers before you hyperspace to mission 12. Also, use the launch menu to keep your strike craft and corvettes docked with the mothership.

Mission 12 - Galactic Core

Story: The hyperdrive systems malfunction, bringing a quick halt to the jump. The fleet emerges inside a gravity well and must fend off several attacks from Taiidan carrier groups and help protect a defecting captain.

Difficulty: Hard

Overview: You must deal with both grav well generators and cloaking technology to destroy the entire Taiidan presence, which consists of three carriers, many capital ships, and dozens of strike craft.

Fleet: You're immediately thrown into the fire. You should assemble your fleet in the previous mission. You'll need 10-12 capital ships, eight to ten corvettes, and several squads of interceptors and attack bombers. You should also have several support frigates to heal your capital ships between battles.

Objectives

You'll have time to reorganize yourself after the initial battle. Try to survive the first attack with few or no casualties (accomplish this by concentrating fire on the most difficult enemy ships). When it's over, organize your ships and spend additional resource units to reach the recommended fleet level.

This mission's sub-missions are as follows:

Destroy Source of Gravity Field

A Taiidan ambush fleet awaits your drop from hyperspace. Immediately after entering the mission area, you'll spot several Taiidan capital ships directly in front of your mothership. In a triangular formation around your mothership are three gravity well generators. These devices prevent strike craft from moving. Waiting behind the gravity well generators are a few assault frigates, a missile destroyer, and several support frigates healing the missile destroyer.

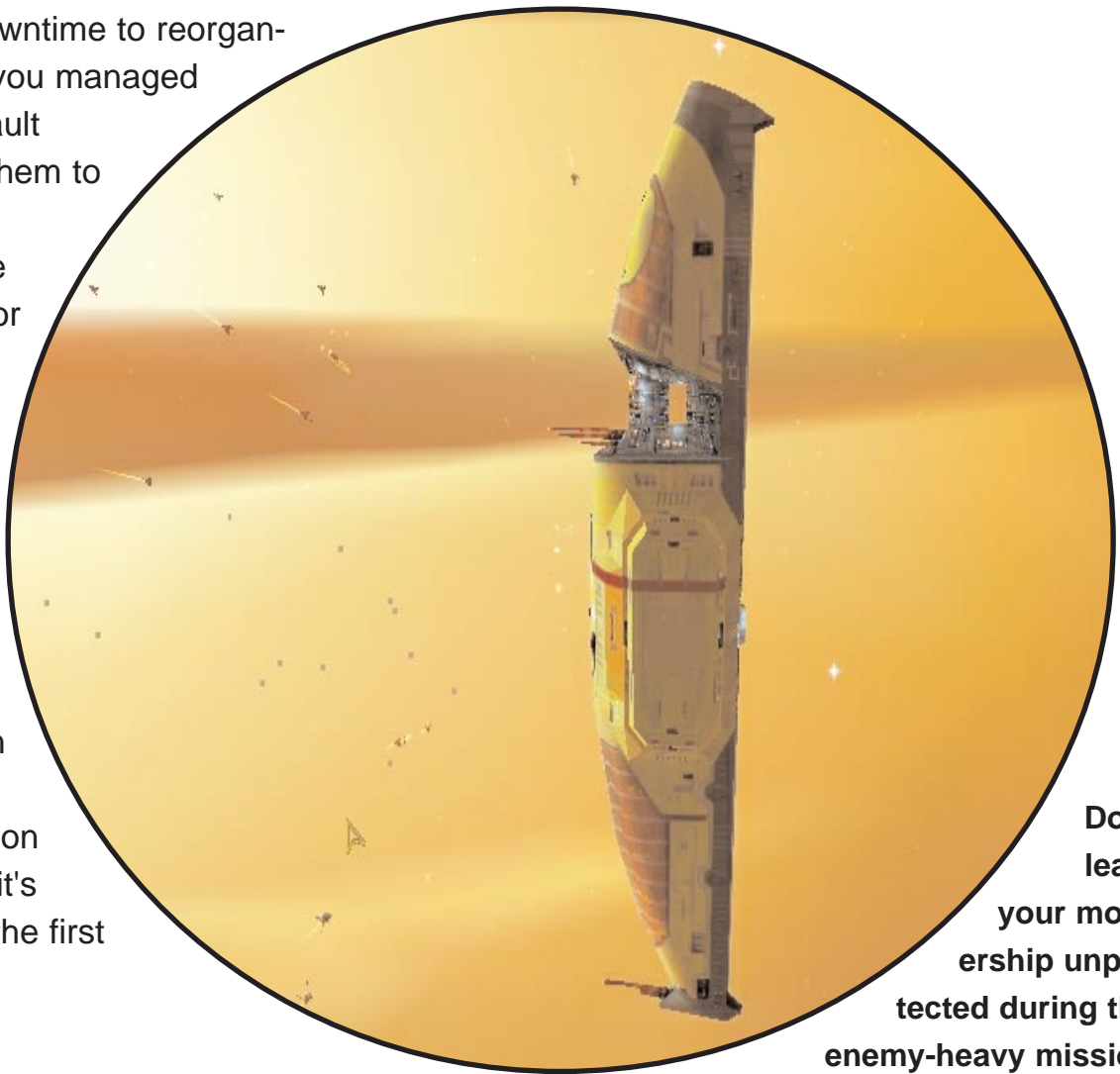




Don't bother attempting to capture the missile destroyer; it's too difficult. Instead, take any salvage corvettes you have (four is sufficient) and move them to the left side of your mothership.

Take your capital-ship group and target the gravity well generators. The combined firepower of your fleet will destroy the generators very quickly. Move on to the missile destroyer and support frigates. Use salvage corvettes, if possible, and steal two of the remaining assault frigates. Clean up any remaining Taiidan vessels. Once the capital ships are destroyed, the Taiidan support frigates make a run for it to return to their fleet. Pursue them with interceptors, but once you spot the Taiidan carrier group, turn around and return to the mothership.

Use the short downtime to reorganize your fleet. If you managed to steal any assault frigates, assign them to your capital-ship group. Check the long-range sensor map and notice several red dots positioned around the mission area - one is not too far in front of the mothership and is huddled in a group of resources. As soon as you're ready, it's time to take out the first carrier group.



Don't leave your mothership unprotected during this enemy-heavy mission.



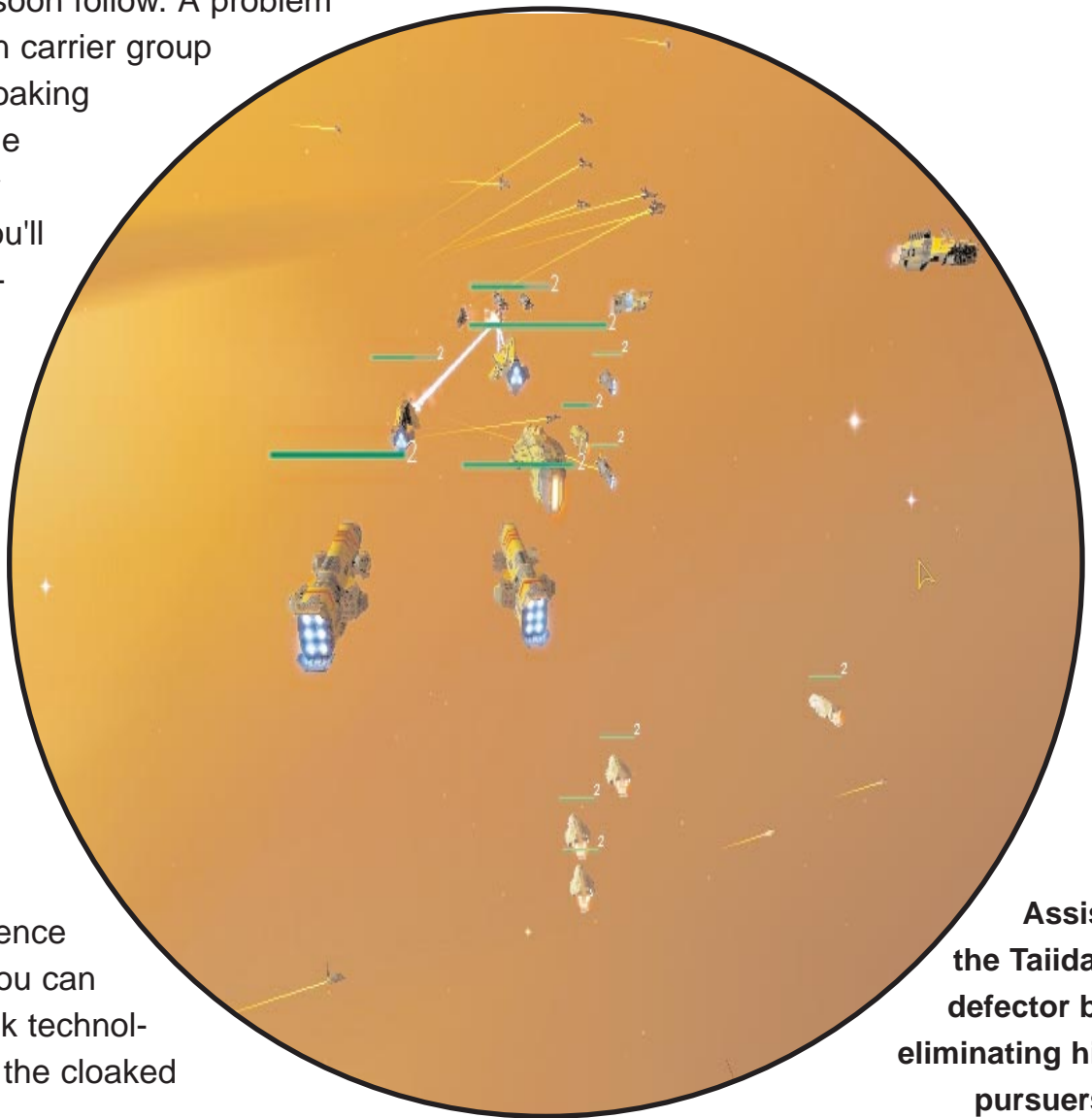


During your fight against the missile destroyer and the gravity well generators, fleet intelligence informs you that guided missiles are ready to research. Use your research ship and research the new technology that lets you construct missile destroyers.

Protect the Fleet

The carrier group you spotted with the interceptors, which consists of fighters, corvettes, destroyers, ion cannon frigates, and the carrier, will make its way to your mothership. The fighters and corvettes come in first. Use your fleet and target every enemy ship. Clean out this first wave of enemy strike craft and corvettes.

The capital ships soon follow. A problem arises: The Taiidan carrier group has deployed a cloaking device that will hide frigates when they aren't shooting. You'll likely spot ion cannon frigates appearing out of nowhere. When they fire, however, they emerge from the cloak field. As soon as they emerge, target them with your capital-ship group. During the fight, and after you've noticed the cloak, fleet intelligence informs you that you can now research cloak technology and construct the cloaked fighter.



Assist the Taiidan defector by eliminating his pursuers.





As you near the carrier group, target the capital ships with your own capital-ship group (about 10-12 capital ships is preferred, with a mix of destroyers, missile destroyers, assault frigates, and, hopefully, any captured heavy cruisers). Use support frigates to guard and repair your capital-ship group. Use your strike craft and corvettes on any remaining fighters and corvettes. Also, locate the Taiidan cloak generator and destroy it.

Once this first group is destroyed, have your resource collector begin harvesting the resources. Build a few probes, and bring up the long-range sensor map. Spot the red blips on the radar, and send some probes to investigate each dot. You'll find two more carrier groups and several solo corvettes (multigun corvettes) that either remain in position or come to harass your mothership.

Heal your fleet with the support frigates, and move to another carrier group. As you continue through the mission, these carrier groups will move toward your mothership. Use five to six interceptors to take down all the solo multigun corvettes hanging around.

Make sure you're moving your capital-ship group together. Don't let the group spread apart when approaching a Taiidan carrier group, or the lead ships will become overwhelmed by strike craft and corvette attack. You'll likely spot a Taiidan resource collector and controller inside one of these groups (or apart from the group). Eliminate them as soon as possible. Fleet intelligence doesn't inform you of their existence.

Protect the Defector

As you're cleaning up the remaining carrier groups, they'll begin to move toward your mothership. Follow them with your capital-ship group and the rest of your fleet. During the battle, you'll watch a cutscene of a Taiidan destroyer broadcasting a message indicating they're willing to defect if you protect them from attack.

When the cutscene ends, immediately grab your capital-ship group and target the ion cannon frigates and destroyers attacking the defector. They'll turn their weapons on you. Eliminate them. Keep the large amount of enemy strike craft and corvettes in the area occupied with your own interceptors and corvettes. Continue to attack other capital ships, carriers, and any Taiidan support frigates.





During the fight, fleet intelligence informs you that the defector has been transported aboard the mothership, and it's safe to hyperspace. You could hyperspace to the next mission at this point or eliminate the remaining Taidan fleet and take time to collect all the map's resources.

Once the mothership is safe, make sure your resource collector and controller are patrolling and harvesting. Investigate any remaining red blips. You might locate one or many Taidan support frigates that were left behind. Use some salvage corvettes (it takes two to snag a support frigate) to steal them. Once you've harvested all the resources, hyperspace to the next mission, which starts calmly, so you don't need to organize your fleet.

Mission 13 - The Karos Graveyard

Story: Captain Elson leads the fleet into a starship junkyard in search of a communication relay to contact the rebel Taidan forces.

Difficulty: Easy

Overview: The Karos Graveyard is a unique mission you can choose to complete in two very different fashions.

Fleet: Though it only takes several squads of scouts and interceptors to complete this mission, you should take the time to build and organize your fleet in preparation for the next missions.

Objectives

Don't rush into the graveyard. Consider your options and examine the long-range sensor map. Remember that in Homeworld, you don't always have to move in a straight horizontal line.

This mission's sub-missions include as follows:





Dock Strike Craft With Communication Relay

Fleet intelligence indicates the position of the communication relay inside the huge junkyard. You only need to reach the communication relay with a single strike craft or corvette. The ship then docks with the junked starship and switches on the relay.



Use the long-range sensor map to send a group of strike craft over the junkyard, bypassing the autoguns and junkyard dog.

If you investigate the junkyard path from the mothership to the relay, fleet intelligence informs you that gun emplacements, called autoguns, crowd the area. It's impossible for you to take strike craft or corvettes straight through the junkyard to reach the communication relay without getting ripped apart by the autoguns.





As Kushan, you'll have access to the cloaked fighter, but it won't assist you in passing the autoguns. The path is also littered with proximity sensors, which detect cloaked craft. As soon as you get near a proximity sensor and an autogun, the cloaked fighter will be torn apart.

You basically have two options. The first is to move your capital-ship group into the junkyard and navigate the straight path to the communication relay. Take the time to destroy each autogun you locate (they're very small and all over the place). The biggest problem with this route is there's an unusual ship occupying the junkyard, the Junkyard Dog.

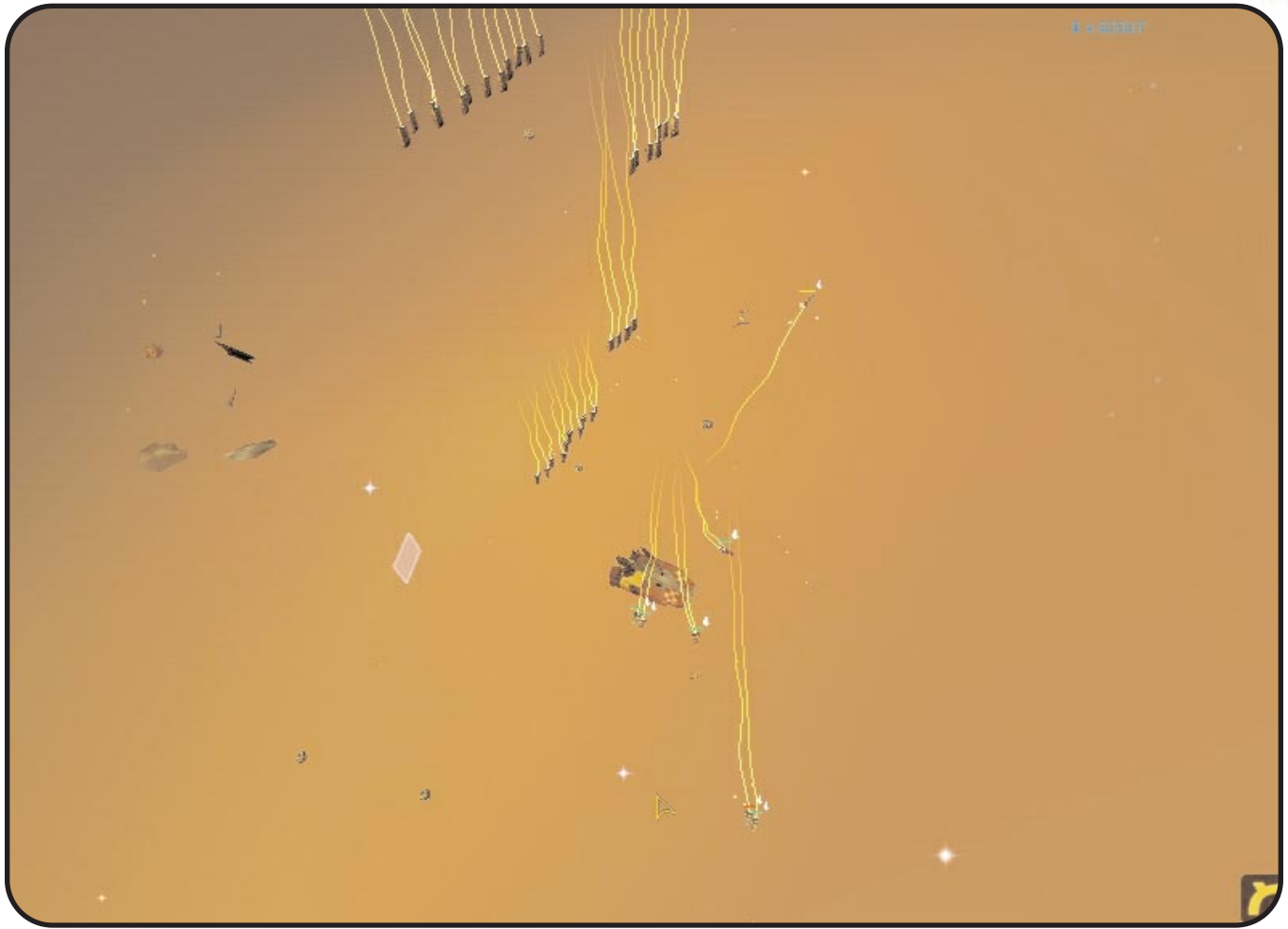
If you enter the junkyard with capital ships, you'll watch a cutscene about hyperspace signatures. These are portals opening up for the Junkyard Dog to escape through. The dog will maneuver into your capital-ship group and steal a ship. He'll escape through a hyperspace portal and appear elsewhere, with your ship, in the junkyard. You then can locate your stolen ship and take it back with salvage corvettes. The Junkyard Dog makes traveling through the junkyard very frustrating; retrieving your stolen ships is tedious.

We recommend that you don't even bother entering the junkyard. Your second option is to bring up the build menu and construct 20 scouts and 24 interceptors. Assign them to four different groups consisting of an equal number of strike craft. Use the long-range sensor map to move your strike craft straight up and above the mothership. Make sure the strike craft are far above the junkyard path to the communication relay.

You're safe from the autoguns at this high position. Move your four strike-craft groups over the junkyard to the position above the communication relay. Again, make sure you are high enough to avoid entering the junkyard so you don't get too close to the autoguns. Once you're above the communication relay, select all your strike craft and, as one group, move straight down onto the communication relay signal.

As soon as the autoguns come into view, target them with your two scout groups and one interceptor group. Use the other interceptor group, and dock with the ship cockpit that contains the communication relay. If you can't locate it, just move your mouse over different structures when you have your interceptor group selected. When you are over the correct ship, you'll notice the two-arrow "dock" symbol.





On your assault, use some scouts or interceptors to take out the autoguns while one full group of strike craft attempts to switch on the communication relay.

Continue your attempt to dock as the other fighters engage the autoguns. Keep them busy; if they destroy one gun, move them to another. You should easily be able to sneak one interceptor into the junked cockpit to switch on the relay. Save your game before heading straight down to the communication relay so you can make another attempt if you fail. Once the strike craft is docked, you'll watch a cutscene indicating it is now safe to hyperspace to the next mission.

There are some resources on this map, but they're right in the middle of the junkyard. You're safer just ignoring the resources, as you'll have to deal with the autoguns and Junkyard Dog to secure them.





Mission 14 - Bridge of Sighs

Story: With the communication relay activated, the fleet's journey to the Homeworld, and hopeful rendezvous with the rebel forces, is nearly complete. Before reaching the Homeworld, the fleet must destroy a field generator inhibiting hyperspace travel.

Difficulty: Moderate

Overview: A long mission that sets up the final two, Bridge of Sighs isn't very difficult, but you need to take the time to capture as many of the defending ships as possible for your journey through the final two missions.

Fleet: Salvage corvettes, salvage corvettes, and more salvage corvettes. There are literally dozens (perhaps over a hundred) Taiidan ion cannon frigates in a sphere formation around the field generator. You can capture many of them. You'll also need 10-12 capital ships, some corvettes, and strike craft. If you're playing as Kushan, you'll find the cloaked fighter to be an asset.

Objectives

This mission's name is symbolic of its purpose in the Homeworld campaign - it's the bridge to the final two levels of the game. In this mission, you must not only defeat the Taiidan field generator, but also capture many of the defending ion cannon frigates, if you want to have an easy time in the final two showdowns.

This mission's sub-missions include:

Destroy Field Generator

Not long after you enter the mission area, fleet intelligence will display the location of the field generator on the long-range sensor map. Look carefully and you'll notice a sphere of red blips scattered around the field generator. Nearly all these red dots are Taiidan ion cannon frigates, and each is just inviting you to swipe it with two salvage corvettes. Early in the mission, fleet intelligence informs you that the sensors array is ready to be researched; press R to select and research the technology.

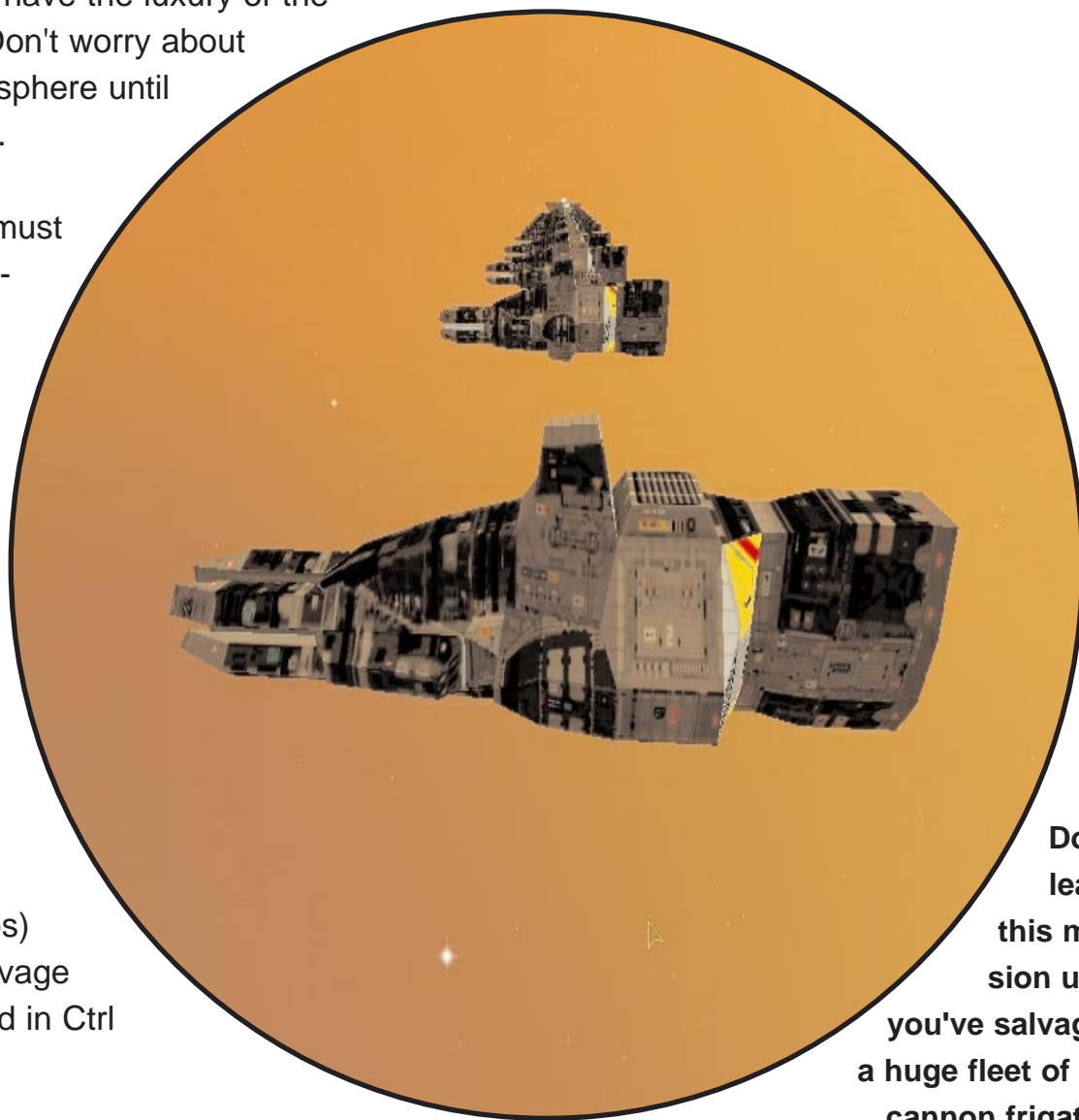




Get your resource-collector group on the move, but watch it carefully. Once it collects all the resources around the mothership, it will head to the resources located inside the enemy sphere. Don't let it. Monitor the group closely, and recall it to your mothership once it has collected all the resources nearby.

The mission can be accomplished in a wide variety of ways, but there are several tasks you should complete. First, if you're playing as Kushan, you should construct about 30 cloaked fighters and send them into the sphere. Be sure to use their special ability (just select them and press the Z key) so their cloaks will be activated. Move them to the field generator and use them to destroy the two enemy resource collectors and controllers. If you're playing as Taidan, you won't have the luxury of the cloaked fighters. Don't worry about flying through the sphere until late in the mission.

Another task you must complete is capturing several, if not dozens, of ion cannon frigates. To do so is simple. Construct about 10-20 scouts and assign them to a group. Put them in the lead position. Follow close behind with your capital-ship group (10-12 capital ships) and around 12 salvage corvettes, assigned in Ctrl groups of two.



Don't leave this mission until you've salvaged a huge fleet of ion cannon frigates.





Begin moving to the outer portion of the sphere, directly in front of the mothership. Watch the long-range sensors carefully until you notice several ion cannon frigates moving toward your group. Move back and, the ion cannon frigates will "detach" from the sphere and pursue. Once you're a decent distance from the sphere, lead an attack with your scouts. Target all the ion cannon frigates so they're distracted from the salvage corvettes. Capture the ion cannon frigates with your salvage corvette groups. Be extremely patient and repeat this process. You should be able to get as many ion cannon frigates as you desire, though 30 is sufficient for the battles you'll face in the final two missions. If you're patient, you can get upwards of 60-70 ion cannon frigates.

During your thievery of the ion cannon frigates, the Taiidan defense force will send out a few groups to investigate. Expect them to use cloaking technology. Make sure you've constructed a proximity sensor, and keep it within your capital-ship group. Make attempts to capture Taiidan destroyers and missile destroyers. If you can't capture them, simply destroy them with your capital-ship group. Also, if you're overwhelmed with ion cannon frigates, destroy them with your capital-ship group. Don't get so close to the sphere that ten or more ion cannon frigates overwhelm you, or you'll face a difficult time either destroying them or retreating.

There's no need to rush against the field generator - it's not going anywhere. When you're ready, just escort your capital-ship group against the field generator, and protect them with some strike craft and corvette groups. Destroy the defense force first, and then move against the field generator. You must destroy each segment of the field generator to escape to the next mission.

Destroy Hyperspace Gates

Sometime during the mission, before you attack the field generator, fleet intelligence announces that three hyperspace gates have opened, and Taiidan reinforcements are pouring through. The reinforcements consist of destroyers, assault frigates, strike craft, and corvettes. Move your capital-ship group, escorted by corvettes and fighters, to each hyperspace gate (they're marked on the long-range sensor map), and destroy the gates as well as any Taiidan reinforcements.





If you're playing as the Kushan, you can send a group of cloaked fighters to eliminate the enemy's interior defenses.

The next two, in fact the final two, missions begin immediately, so you won't have time to organize and build your fleet. It's imperative that you salvage at least 30 ion cannon frigates before you continue (at least if you want to have an easy time in the final battles). It will take awhile, but it's not difficult. The more ion cannon frigates you steal, the easier the final two missions will be.

Further, spend some of your hard-earned resource units on additional capital ships (you'll want about 15 - a mixture of destroyers, missile destroyers, heavy cruisers, and assault frigates), a gravity well generator, and 15 repair corvettes for the final mission. Before you hyperspace, be sure to select "Remain Docked" on the mothership launch menu. This keeps strike craft and corvettes inside during the next mission; you'll need to keep them safe.





Mission 15 - Chapel Perilous

Story: The Taiidan defense fleet ambushes you out of hyperspace with a very large surprise.

Difficulty: Moderate

Overview: A simple, short mission that doesn't let you harvest resources, nor give you much time to build additional ships. You only need to destroy the object, a large asteroid, in order to hyperspace to the next mission.

Fleet: Capital ships and stolen ion cannon frigates are your biggest asset in this mission. You should have 12-15 capital ships and at least 30 ion cannon frigates stolen from the previous mission, if you want this to be an easy mission.

Objectives

Though fleet intelligence is pushing you into battle, you do have a few moments in which to organize yourself. There's no time to construct additional capital ships, so you should build your fleet on the previous level. Organize your fleet into two presets and immediately move them to the incoming object's position.

The sub-missions are as follows:

Destroy the Object

Make sure all strike craft and corvettes are safe inside the mothership. Watch the cutscene showing the large "object" headed your way. It's basically an asteroid. Select all your stolen ion cannon frigates and assign them to a single group. Select the rest of your capital ships and assign them to a second group. Turn on the long-range sensors and move both groups toward the incoming Taiidan fleet and the asteroid.

It's not important that you destroy Taiidan ships. Your only goal is to defeat the asteroid. Ignore the first Taiidan fighters and assault frigates. Continue to move both groups until you see the asteroid surrounded by destroyers and missile destroyers. Select both groups and attack the huge asteroid.

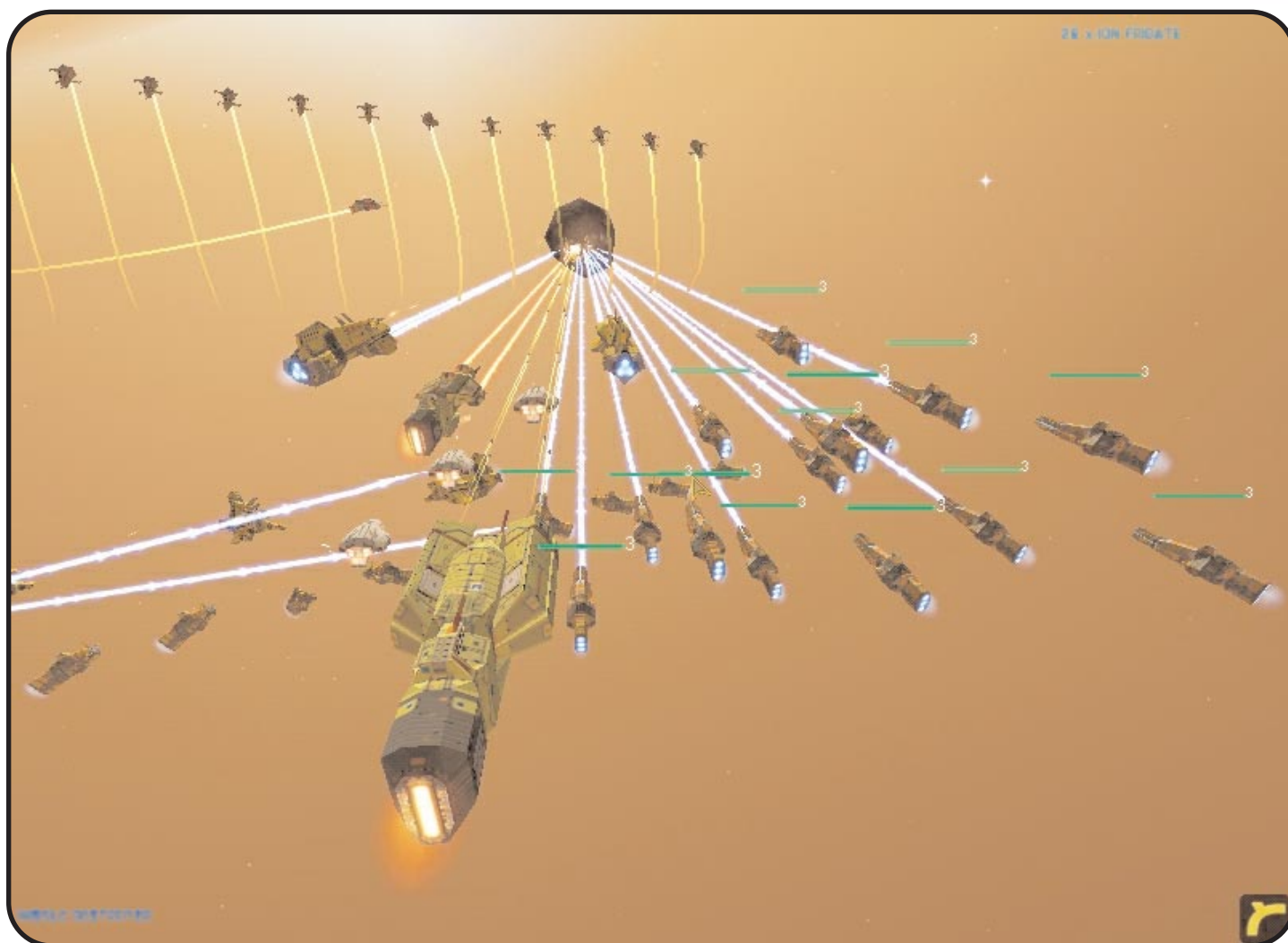




Use the build menu to keep your strike craft and small corvettes inside the mothership - you won't need them.

You should have little trouble destroying the rock, as long as you use each and every capital ship and ion cannon frigate you possess. As soon as the asteroid explodes, you're able to hyperspace to the next mission. Don't hesitate a second. Immediately hit J, and dock quickly to head to the next mission. You likely won't lose too many capital ships nor ion cannon frigates.





Bypass the enemy fleet and concentrate all your firepower on the incoming asteroid.

Mission 16 - Hiigara

Story: With fleet command damaged from the ambush attack, you must face the final Taidan defense force alone. Guarding the Homeworld is a massive Taidan fleet, including its mothership.

Difficulty: Very hard

Overview: This is the toughest challenge you'll face. You must repel three overwhelming attacks from Taidan ion cannon frigates, missile destroyers, destroyers, heavy cruisers,





corvettes, and strike craft. Fortunately the rebel fleet hyperspaces in to assist with the third assault and finally with the Taiidan mothership.

Fleet: Don't worry about spending money - this is the final mission! Spend your entire bankroll, if you have any resource units left, and build up your fleet, including plenty of strike craft and corvettes. Also, construct at least 15 repair corvettes, if you didn't already in mission 14, and put them on mothership guard.

Objectives

This is your final battle - and it's a tough one! You won't have any time to build new capital ships, so you need to accomplish that task at the end of mission 14. Instead, switch to the long-range sensor map to locate incoming red enemy blips and prepare to move your fleet in two large groups.

The sub-missions are as follows:

Eradicate Enemy Forces

Remove everything from your mothership and immediately select your repair-corvette group (as indicated in mission 14, you should build 15 repair corvettes before leaving) and assign them to repair the mothership. If you failed to build the repair corvettes, do so now. Fleet intelligence informs you that many Taiidan forces patrol the area, including a mothership group a great distance away. Don't bother heading there; plenty of attackers are already on their way.

Pause the game and bring up the long-range sensor map. Locate the group coming from below you. This is a group of ion cannon frigates that must be intercepted - it's targeting your mothership. There's also a carrier group above you that launches some strike craft and corvettes. Don't bother with them. Deploy your gravity well generator (which you should have built at the end of mission 14) above your mothership. Assign it to its own Ctrl group so you can select and activate it quickly once Taiidan fighters emerge near your mothership.

Turn your attention to the group coming from below. Assign all your capital ships (excluding your stolen ion cannon frigates) to the same group, and move them down to intercept the red blip. Assign all your stolen ion cannon frigates, and move them toward the enemy mothership, but you'll in fact be intercepting a huge Taiidan attack force.





Send your ion cannon frigates forward as soon as the mission begins.

With your capital-ship group, attack the Taiidan ion cannon frigates attacking from below. Continue to move your ion cannon frigates forward and target the attack force. It's very important that you use your ion cannon frigates against this frontal assault. You can dish out much more damage with your stolen ion cannon frigates; this frontal assault can't reach your mothership. Make sure your gravity well generator over your mothership is activated. Once all Taiidan fighters are trapped, send strike craft and corvettes against them.

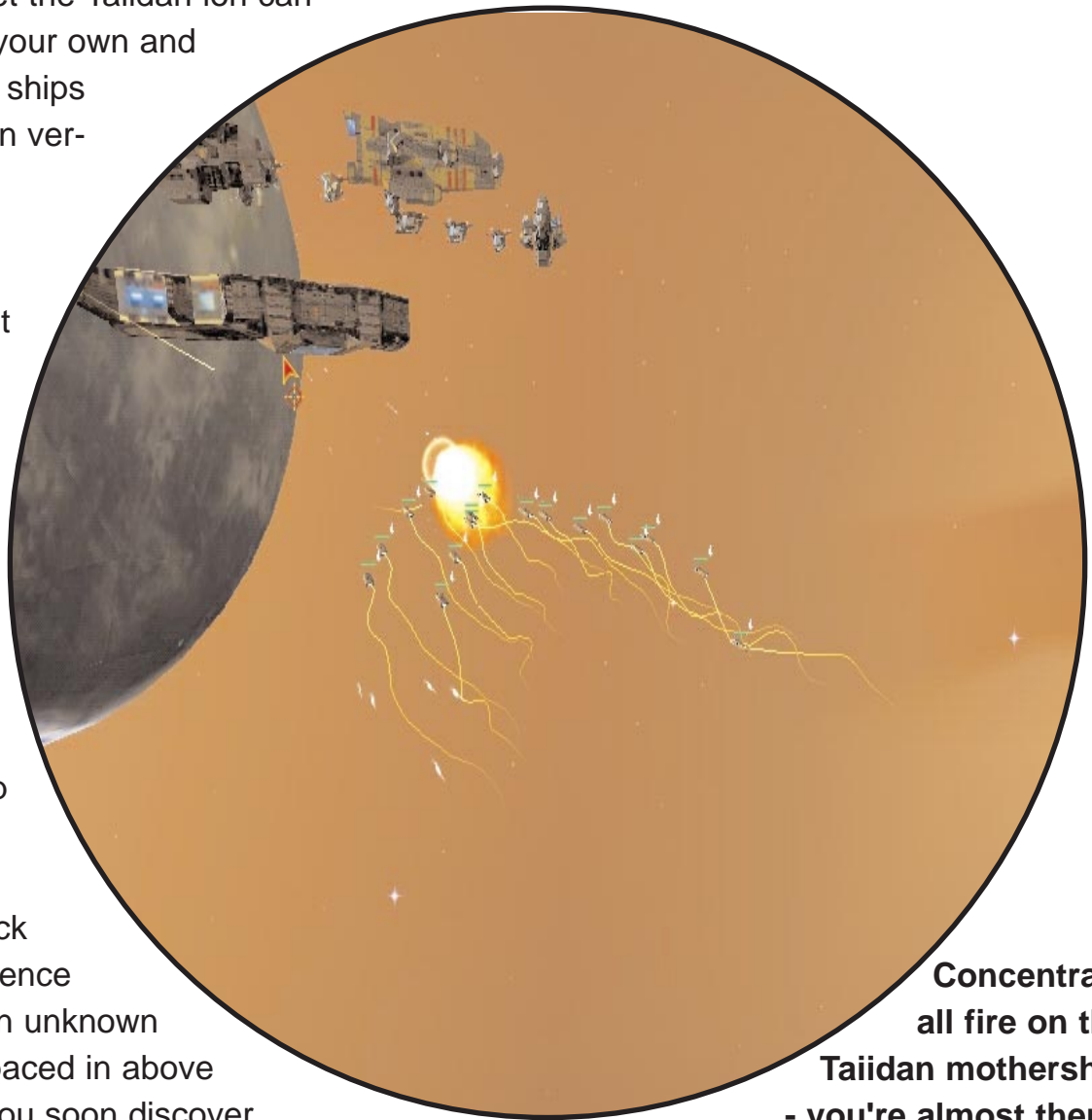




Monitor both of your main attack groups - the capital ships and the ion cannon frigates. Be sure they're always attacking Taiidan forces. Also, send any salvage corvettes you have left against the Taiidan destroyers, missile destroyers, and heavy cruisers.

Clean up these remaining forces, and repair your main attack group with support frigates or repair corvettes. Fleet intelligence announces that additional Taiidan reinforcements have entered through hyperspace. This group appears above and behind your mothership. Make sure your repair corvettes are still on mothership-repair duty and send your entire fleet against these new attackers. Fortunately this force is smaller than the first, but it's still pretty intimidating. Target the Taiidan ion cannon frigates with your own and order your capital ships against the Taiidan versions.

Unfortunately, the Taiidan attack isn't over. After you've cleaned up the second force, a third enters from below. Again, order your fleet to intercept by using the long-range sensor map to maneuver. During this battle with the third attack force, fleet intelligence announces that an unknown force just hyperspaced in above the mothership. You soon discover



**Concentrate
all fire on the
Taiidan mothership
- you're almost there!**





it's the rebel fleet coming to assist you! Some of the rebel ships maneuver themselves, but some are given to you. Mix them in with your capital-ship group. Clean up the remaining third attack force, then head toward the enemy mothership!

Leave some vessels by your mothership for "just in case" protection. Use any remaining resource units to build additional strike craft and corvettes to protect the mothership.

When you reach the enemy mothership, a few remaining Taiidan capital ships (a group of three heavy cruisers guarded by several support frigates), strike craft, and corvettes will engage in battle. Destroy them first before turning your attention to the enemy mothership. Once you're close to the enemy mothership, order your two main attack groups - the capital ships and the stolen ion cannon frigates - to attack the enemy mothership. As soon as the Taiidan mothership explodes, your journey to the Homeworld is complete.





CHAPTER 6

Multiplayer Strategies

Defeating the enemies you'll face in the single-player game and reaching your Homeworld are a rewarding experience but not quite as rewarding as dominating human opponents over a local area network or over the Internet. In this section, you'll find strategies geared toward the multiplayer experience.

Take time to read through the other sections of this game guide, specifically unit strategies, combat, and ship management, for additional tips on Homeworld multiplayer gameplay.

The Game's First Few Moments

The early moments of a multiplayer game can dictate the flow of the entire game. The game's host can select a variety of different resource options that also will affect the early moments of the game, but there are some general principles that should be applied to every game situation.

- 1) Select your resource collectors and press H to begin harvesting.
- 2) Immediately bring up your build menu by pressing B. Construct a research ship, resource collector, repair corvette, and as many scouts as your remaining money will allow.





- 3) Bring up the research menu by pressing R. Decide beforehand your research desires, and begin ascending the appropriate path. If the map's resources lie far from the mothership, you should begin research of capital-ship drive so you can build the resource controller. If you think you'll be threatened early by your opponent's strike craft, head up the corvette route to the multigun corvette.
- 4) Continue to churn out offensive units with your remaining money. Once the new resource collector and research ship are ready, send the collector to harvest, then research a new technology.
- 5) Send a probe to your opponent's resource group to gauge its defenses.
- 6) Send a larger scout squad against your opponent's resource collector and its defenses. If the resource collector is set to normal or evasive tactics, it will retreat home under fire. This disrupts your enemy's economy. If your opponent has set the collector to aggressive tactics, it will continue harvesting. Pound away until your opponent moves scouts to assist. Retreat your scouts and refuel and repair.
- 7) Build another resource collector or a resource controller if the resource areas lie far from your mothership.
- 8) Use probes positioned near your opponent's mothership to see how many collectors he is using. If he's using more than you, he'll be acquiring resource units quicker. You'll need to attack and disrupt to compensate (or construct more collectors yourself).
- 9) Begin moving your fleet into the largest, and usually central, resource patch. Gain a foothold and protect the large resource area as you continue to churn out offensive vessels. If your opponent moves to attack, let his forces come to you.





Controlling Major Resource Points

Most maps include spots that are rich in resources. The resources in the middle of the map, or near your opponents, require your immediate attention. The more resources you can snatch from the jaws of your enemies, the better off you will be as the game progresses.

As in almost all real-time strategy games, set your sights as far away as you can. Establish a perimeter as close to enemy lines as possible, and start harvesting. Make your enemy drive you back, rather than letting him hem you in.

In the beginning of the game, the only danger your resource units will face is salvage corvettes. Protect against them by guarding your resource units with a few fighters and corvettes. Bring your own salvage corvettes to the map's middle, and steal enemy collectors if you can. Continually reinforce your outlying resource operations until your mothership comes under potential attack. Until capital ships are commonplace, control the resources.

Consistent Pressure

Send your units to the front lines, not in a straggly line, but in batches. Wait for a capital ship or two to be built and placed in military formation with your mothership, along with a selection of support ships, like strike craft and support frigates. Put the capital ships in formation, assign them to a group, and guard them with the smaller ships. Move the camera to the destination (if you have friendly units there). If there are enemies in the area, have your group attack them. If not, have your units guard a friendly. In this way, you can move without using the overhead map, and your small fleet will stick together by moving at the speed of the capital ships.

Move as many of your fleets to the front lines as you can, focusing on areas that have resources, not enemy strongholds (unless you have a clear shot at destroying an enemy mothership). Keep the pressure on the resource centers. Once you've engaged an enemy mothership, keep sending small fleets to join in on the attack, and watch out for salvaging attempts.





Despite this call for consistent pressure, try when possible to let the enemy come to you. Defending is easier than attacking, and you'll likely have more success stealing enemy capital ships if you aren't trying to organize an attack.

Knowing the Technology Tree

Don't be haphazard with your researching. Scout your opponents. If they are playing offensively, head straight for multigun corvettes and control the resource areas. If your opponent is playing defensively, take the time to go for the bigger ships (but still control the resources). Don't research anything that you aren't likely to use - until there's nothing else left to research.

Study the manual's technology tree and observe the shortest path to easy technologies. Assault frigates and multigun corvettes are only a few steps up the tech tree and will serve you well in early-game battles. Construct more than one research ship to study multiple technologies simultaneously.

When Not to Stay Organized

If you don't use formations and guarding, your fleets may devolve into horrific tangled messes - and sometimes, this is precisely what you want. If you outnumber the enemy, and can get away with letting your fleet make its own decisions, do so. Focus instead on sneaky salvage attacks on your enemy's capital ships. Salvaging is much more effective in huge messy battles than in highly organized ones.

When you are attempting to distract an enemy, don't use formations (or order your units to be evasive). The less organized your attack, the harder it will be for your opponent to understand what he's up against, and the more likely it is that he will overcommit.





Adjusting Style Against an Offensive or Defensive Opponent

Scout your opponent early and take note of what his strategy is. Has he built a host of resource collectors? Build almost as many, but use the extra resource units to crank out some corvettes (especially multigun). Bring everything to where your opponent is collecting, and drive him away. Make him either switch to offense or circle around behind you in an attempt to harvest resources near your own mothership.

Is your opponent gunning for offense at the expense of resource collection? Build more resource collectors than he does, and trust their toughness to get you through his first few attacks. Soon, your greater income will allow you to build an offense that will outnumber his.

One-on-One vs. Free-for-All Gameplay

Fighting against a single opponent makes for a much different game than fighting in a free-for-all environment. The most important objective in the one-on-one game is to collect resources faster and more efficiently than your opponent. Control the largest resource area on the map, and prevent your opponent from gathering additional resources.

In a free-for-all game, especially with four or more opponents, the game becomes a battle against neighbors. You'll likely be extremely close to another player, and it's wise to mount an attack against him as soon as possible. If you do, and destroy him, you'll gain access to his unused resources early in the game. Furthermore, use probes to see where two players are fighting. Send your own ships into the fray and assist in a player's destruction, particularly if you're directly next to that opponent. Also, use probes to scout other players' resource units. Locate unprotected collectors and steal them with salvage corvettes. In a six-player free-for-all game, you can expect the map to be littered with resource units.





Multplayer "Gambits"

Like in sword fighting, feint often. For example, an attack on an enemy mothership with a group of small ships may create enough panic in your opponent that he will recall the fleet he has guarding his resource collectors. A temporary attack on the mothership may give you the opportunity to snatch his resource vessels while he's not looking.

Remember that your mothership is very resistant to fighter attacks, so do not fall prey to this feint yourself. Don't attempt to repel a large fighter force by building units one at a time, unless you keep them docked until your force is sufficient. Similarly, don't rush your defenses to defend the mothership unless they are organized. A long line of defenders will get munched like a string of licorice. Instead, take the time to organize your resistance before sending it in.

Another feint is just the reverse of the previous one: a frenzied attack on a player's resourcing operations may give you an opening to slip a cloaked capital-ship force near his mothership. In all feint maneuvers, put your ships on evasive. Your intent is to cause panic, not to defeat the foe. The longer your unsupervised fleet survives, the better.

Combat cloaked attacks by guarding your mothership sufficiently with proximity detectors. Cloak your detectors to make them more difficult for your enemy to kill.

Your opponents should guard their resource operations with proximity detectors, too, but more likely they will protect their mothership with detectors first. Cloaked fighters will probably work more effectively against outlying operations, as a result. Be sure to include a proximity detector or two as guards for your resource controllers to defend against this.

If you attack a mothership with capital ships, set a grav well generator off nearby. Enemy fighters returning to the scene will lose power, as will any ships launched from the mothership. Wait and see if the enemy mothership releases its fighters from dock before launching your grav well. If an opponent uses this gambit on you, be sure to focus all your efforts on destroying the grav well.





Minelaying corvettes should not be ordered to release their mines unless the mines have a clear shot at enemy ships. If you are engaged in a heated battle, fly your minelayers to the far side of the enemy and activate them. If you activate them while your ships are between the mines and the enemy, your ships will pay the price.

Clearing minefields will also be an important part of a multiplayer game. Use vessels with many turrets (multigun corvettes and defenders work well) to clear mines, by force-attacking (described in the manual) the field. Further, you can use a durable capital ship, such as a destroyer or heavy cruiser, to simply ram the field. Just be sure to have enough support frigates in tow to repair the expensive capital ship.

One of the most powerful offenses during a multiplayer game is to swipe your enemy's resource collectors and controllers during a battle. For instance, say a large strike force and capital ship battle is taking place in the center of the map. Do your best to micromanage the battle, but instead, turn your attention to the location of your opponent's resource collectors. Send in your salvage corvette teams and steal them. Your opponent will be heavily decimated and must produce additional resource collectors (a very expensive unit) in order to survive. The best way to pull this off is by first building a sensors array, which permits you to see the quantity of your opponent's ships on the long-range sensor map. That way you can tell if your opponent is protecting the collectors and with how many ships.





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